Dungeon®
ADVENTURES FOR TSR ROLE-PLAYING GAMES
MARCH/APRIL 1991 ISSUE #28
VOL V, NO. 4 $3.75 USA
1-56076-122-9
46363 19545 8 03

Dungeon®

ADVENTURES FOR TSR ROLE-PLAYING GAMES

MARCH/APRIL 1991 ISSUE #28

COVER: A damaged nautiloid ship heads for a crash landing in Paul Jaquays's cover painting. Are there mind flayers aboard, or something more sinister? You'll have to read "Visitors from Above."

Don't Turn to Page 20 Yet.

Ah, you peeked! Well, I'll pretend you didn't.

I want to thank everyone who sent in an entry for the "Name This Feature" contest announced in issue #26. We received over 70 entries with more than 400 titles for our mini-module feature, with more still coming in every day (you can all stop now).

Many of the entries played on the idea of quickness. We had Instant Episodes, Dungeon Quickies, and Brief Encounters (followed by a One Night Stand). Even more entries made use of the idea of shortness or smallness: Mini-Mission, Pocket Adventure, Dinky Dungeon, Minuscule Module, Tiny Tales, Little Layovers, and even Melf's Minute Module.

The most curious group of suggestions all seemed to have something to do with food (is this because munchies play such an important part in our gaming sessions?). Some of these culinary titles include Appetizers, Dungeon Morsels, Short Rations, Dungeon Nibbles, Adventures on the Half Shell, Short Orders, and (for those of you who have consumed too much already) Dungeon Lite or Low-Cal Encounters. We even had Dungeon Droppings, to complete the theme.

The "Too Long to Use But Most Honest Title" award goes to Sean Holland of Oregon City, Oregon for his suggestion: Adventures for Unprepared DMs on That Late Friday Night When the Players Finished the Other Adventure Early.

In the end, we didn't choose a title that meant "short" or "quick." We didn't use any of the ones that mentioned food. In fact, we didn't choose one winner at all! Three people sent in almost the same idea, which we modified just a bit. The official title for our short module feature is "Side Treks" (as those of you who peeked already know).

Congratulations (and a set of four useful mugs each) go to Miranda Crawford of Kansas City, Missouri; Aaron Sotak of Glen Flora, Wisconsin; and Todd A. Eichmann of Maple Grove, Minnesota.

This issue's quote (which we kept for over three years) seems to perfectly describe "The Pipes of Doom" (page 8). The quote was sent in by Michael McCausland of Virginia, Illinois.

Barbara G. Young

Vol. V, No. 4

PUBLISHER: James M. Ward
EDITOR: Barbara G. Young
ASSOCIATE EDITOR: Roger E. Moore
EDITORIAL ASSISTANT: Dale A. Donovan
ART DIRECTOR: Larry W. Smith
CARTOGRAPHER: Diesel
TYPESETTING: TSR, Graphic Art Services
SUBSCRIPTIONS: Janet L. Winters

The Readers — **LETTERS** 4

Kristofer Wade — **THE PIPES OF DOOM** (AD&D® game adventure, levels 6-10) The forces of evil are ready to attack. But first, a musical interlude 8

Allen Varney — **MANDEN'S MEATHOOKS** (D&D® game mini-adventure, levels 4-6) As a bandit gang, they weren't much. Then they found this magic lantern 20

Michael Shel — **SLEEPLESS** (AD&D game adventure, levels 9-12) A spell went wrong, the wizard was burned up, and now all sorts of unwanted guests are arriving to celebrate 22

Mark Lucas — **NIGHT OF FEAR** (D&D game adventure for any 1st-level character) Most country inns are noted for their charm, peacefulness, and security. But not this one 40

Shonn Everett — **VISITORS FROM ABOVE** (AD&D game SPELLJAMMER™ adventure, levels 4-8) A star falls from the heavens, and terror follows in its wake 50

And a strange music went with him,
Loud and yet strangely far;
The wild pipes of the western land,
Too keen for the ear to understand,
Sang high and deathly on each hand
When the dead man went to war.

The Ballad of the White Horse, G. K. Chesterton

LETTERS

Have No Fear

I've just started reading DUNGEON® Magazine, and it's very helpful for my role-playing.

I do have one problem, however. It's about Rathmund the druid in "A Rose for Talakara" (issue #25, page 43). In the spell description, Rathmund has a *remove fear* spell. I play a druid, and in the AD&D® 2nd Edition *Player's Handbook*, page 34, it states that a druid can have access to only the following spheres: all, animal, elemental, healing, plant, weather, and divination. So how is it possible for Rathmund to have a *remove fear* spell when the sphere is charm?

Are druids allowed more spheres than it states in the *Player's Handbook?* Being a druid, I'll be waiting for a response very patiently.

P.S. Please print my address; thank you.

Steve Stolph
317 Forest Meadows Dr.
Medina, Ohio 44256

While player-character druids are limited to the spheres listed above, NPC druids can (at the discretion of the DM) have more latitude. If allowing Rathmund a remove fear *spell seems unfair, you can replace this with a different spell of the same level.*

Prevent Unimagination

Not only are subscribers too quick to complain about features of DUNGEON Adventures that they don't like, the degree to which they exaggerate the importance of these things makes their complaints more than a little silly. Words such as "appalled," "disgusted," "betrayed," and "horrible" smack of hyperbole. Come on, folks. Do a few pages of ads or an occasional module that you don't use ruin the magazine?

I don't play any RPG other than the AD&D game. However, I would rather see an interesting and well-written item for another game system than a dull, second-rate AD&D module. Both are equally unusable for my campaign, but an interesting plot line can at least give me ideas.

Having said that, I'm embarrassed to make a complaint of my own, but it's addressed to your contributors: Too many module writers use the shopworn and unimaginative opening of an NPC hiring the party. Every single module in issue #27 begins this way (though in one case there is no offered payment). Please, can we have more creative beginnings?

Alan Clark
Kingston, Rhode Island

Super Heroes to Fantasy Heroes

Having enjoyed your magazine immensely so far (and been able to run my own AD&D campaign through a lot of hassles thanks to y'all), I have no other choice than to write to you.

There are people complaining that there was a non-D&D adventure in issue #25 ["Hellfire Hostages"]. Would all these people please stand forward and tell this to my AD&D group? Because it was one of the most exciting close shaves that my group has had—and I have sent them to some strange places, including H. P. Lovecraft's Dreamlands.

So, we had Mastermind—a brilliant illusionist bent on revenge against a classy institution. Isn't that a perfect plot for a D&D adventure? Keep the maps, keep the general order of events; just substitute demi-magery for the MARVEL-typical items. The terrorists' weapons become automatic reloading crossbows and swords blazing with magical power. The NPCs become council members, merchants, and whatever.

And the Hellfire Club with its secret? Well, in my campaign there is a club for wealthy people. Its name is not the Hellfire Club, but its founders are former adventurers who have taken cover identities because they are wanted for several illegal activities. They are not molested by the thieves' guild because one of the club's founders is the head of the guild. These former adventurers once cheated an ally out of his share of a treasure.

From here, everything goes pretty much according to the script, with "Emma the White" taking care that her real identity (she's a mage) remains secret.

Should you really print this letter, please be sure to include by address so that you have proof that you have foreign readers as well.

Mike Janszen
Schoenbornring 5
6078 Neu-Isenburg 2
Federal Republic of Germany

Praise for a Rose

As an editor myself, I can attest to how nice it is when someone writes me with a word of encouragement rather than a gripe. So, let me commend you on your fine product.

Two months ago, I had never seen your magazine. But after playing "The Inheritance" (issue #26), I was immediately hooked. I have since subscribed, bought all the back issues that I could find, and sent for a catalog of back issues.

While I'm handing out praise, let me thank Steve Kurtz and Wolfgang Baur for "A Rose for Talakara" (issue #25). Although I couldn't find enough warm bodies to DM it with, it was a lot of fun to read.

Alan Lehmann
Brenham, Texas

Krynn in Belgium

As one of your European readers, I can only praise you for the excellence of your magazine. From the very beginning of its publication, we (Belgian

DUNGEON® (ISSN 0890-7102) is published bimonthly by TSR, Inc. 201 Sheridan Springs Rd., Lake Geneva, WI 53147. The mailing address for all material **except** subscription orders is DUNGEON, P.O. Box 111, Lake Geneva WI 53147; telephone (414) 248-3625.

Subscriptions: Subscription rates via second-class mail are as follows: $18 in U.S. funds for six issues sent to an address in the U.S. or Canada, $35 in U.S. funds for surface mail delivery to any other address, and $52 in U.S. funds for air mail delivery to any other address. Prices are subject to change without notice. Payment in full must accompany all subscription orders. Payment should be by check or money order, made payable to TSR, Inc., or by charges to valid MasterCard or VISA credit cards. Send subscription orders with payments to: TSR, Inc., P.O. Box 5695, Boston MA 02206. The issue of expiration of each subscription is printed on the mailing label for each subscriber's copy of the magazine. Changes of address for the delivery of subscription copies must be received at least six weeks prior to the effective date of the change, in order to assure uninterrupted delivery.

Back issues: Limited back issues of this magazine are available from the TSR Mail Order Hobby Shop, P.O. Box 756, Lake Geneva WI 53147. For a copy of the current mail-order catalog, write to the above address.

Submissions: All material published in DUNGEON becomes the exclusive property of the publisher, unless special arrangements to the contrary are made prior to publication. DUNGEON welcomes unsolicited submissions of written material and artwork; however, no responsibility for such submissions can be assumed by the publisher in any event. Any submission accompanied by a self-addressed, stamped envelope of sufficient size will be returned if it cannot be published. Please write for our writers' guidelines before sending a module to us; send a self-addressed, stamped envelope (9½" long preferred) to: Module Guidelines, DUNGEON, TSR, Inc., P.O. Box 111, Lake Geneva WI 53147.

DUNGEON is a registered trademark for the TSR role-playing adventure periodical published by TSR, Inc. All rights to the contents of this publication are reserved, and nothing may be reproduced from it in whole or in part, without first obtaining written permission from the publisher.

® designates registered trademarks owned by TSR, Inc. ™ designates trademarks owned by TSR, Inc. Most other product names are trademarks owned by the companies publishing those products. Use of the name of any product without mention of trademark status should not be construed as a challenge to such status.

©1991 TSR, Inc. All Rights Reserved. Printed in the U.S.A.

Second-class postage paid at Lake Geneva, Wisc., USA and additional mailing offices. Postmaster: Send address changes to DUNGEON, c/o TSR, Inc., P.O. Box 111, Lake Geneva WI 53147.

DMs) threw ourselves on each issue we could lay our hands on as voracious sharks upon prey. Since its birth, DUNGEON Adventures has never stopped improving, much to our great delight.

It doesn't matter whether it contains D&D or AD&D adventures. After all, any self-respecting DM should be able to make the transition between the two systems without too much difficulty!

Of late, two adventures have especially caught my eye by their genuine quality: "Unchained," by Bruce Norman (issue #22) and "A Rose for Talakara" by Wolfgang Baur and Steven Kurtz (issue #25). Congratulations to these three for their inventiveness (and to John Blumen for his incredible cover painting). I'm a DM whose favorite adventuring world is Krynn, and both adventures were more than attractive. The first adventure gave one of my player characters (a gnomish tinker) a chance to adventure in his homeland (much to the dismay of his companions!). The second adventure was the perfect setting for a confrontation between my PCs and their archenemy, the Lord of Black Roses . . . Lord Soth himself (in my story, Soth had been temporarily enslaved by Talakara).

Could you please get information from the TSR staff about the exact dating (in the Cormyrian calendar) of the Time of Troubles (described in the Avatar trilogy)?

Do you have an address in the U.K., as does DRAGON® Magazine?

If you print this letter, please include my full address. Thanks.

Patrick Schweicher
81 Avenue de la Liberte
1080 Bruxelles
Belgium

Jim Lowder of TSR's Book Department tells me that the Time of Troubles occurred in 1358 DR (Dale Reckoning), the Year of the Shadows.

The U.K. address for DUNGEON Adventures is the same as that for DRAGON Magazine: TSR Limited, 120 Church End, Cherry Hinton, Cambridge CB1 3LB, United Kingdom. European readers should feel free to use this address if you want to save on postage, but if you want a more speedy reply, material sent to us directly is faster. In either case, please remember to include a self-addressed envelope and International Reply Coupons.

Fixing Flesh to Air

I've been a subscriber since Day One. You have a great magazine. I have only one important suggestion after recently reading issue #27. The spell *flesh to air* ("The School of Nekros," page 56) is okay only if you give the object of the spell a saving throw to avoid its effects. Otherwise, this spell is too low level, even with the long casting time.

Frank Carradine
Sharpsville, Pennsylvania

Word from Desert Shield

Hi! It's Corporal Peterson again. I haven't yet received the January/February issue of DUNGEON Magazine, but I have been swamped with replies to the letter of mine you printed in it.

I was surprised by the number of gamers who wrote. I thank them all for their support, time, and effort. I'm sorry that I could not write them all back.

My buddies and I are set. We've got the sun, the sand, the wind, and more than one game going. We're motivated, highly dedicated, and our morale is outstanding.

Please thank all the gamers out in the world who responded to our cry for help. We thank you for printing my letter.

May gaming never die! Semper Fi.

P.S. A couple of gamers asked what "Semper Fi" meant. It is short for the Marine Corps motto, "Semper Fidelis," which means "Always Faithful."

Corporal Don Peterson/USMC
Somewhere in the Middle East

Bimonthly is Okay

I must disagree with Mike Kinol ["Letters," issue #27] on the issue of DUNGEON Magazine being published monthly. I think that the magazine should stay bimonthly for two reasons.

First of all, I feel that with bimonthly publication, the adventures published will be of a higher quality than if the magazine were to be published monthly. It will be easier to pick the best adventures sent in to the magazine.

Second, I find it difficult to scrape up enough money to afford a subscription at $18.00 a year, especially since I am only 14 years old. It would be impossible for me to afford a rate of $36.00. However, I find your magazine invaluable to my campaign. I would be truly upset to stop subscribing to your excellent magazine.

Thank you for listening to my point of view. I must compliment you on a truly wonderful magazine. Keep up the good work.

P.S. At what age are you eligible to design adventures to be published by your magazine?

Joseph Macaluso
Elmont, New York

As I've said before, we have no current plans to publish DUNGEON Adventures monthly. In addition to the very real concern about subscription cost, monthly publication would require additional staff and increased costs in other areas. For now, I'm happy with DUNGEON Magazine the way it is, and it seems the readers are, too.

There is no minimum age for submitting modules to DUNGEON Adventures. If you are under legal age, your parent or guardian will need to sign certain legal forms. We do not discriminate among our contributors on the basis of age; indeed, we won't know how old you are unless you tell us.

Bridging the Gap

I just received DUNGEON Adventures #27 and absolutely loved it! Roger Moore's module was great. I can hardly wait to see the expressions on my players' faces when I run this! Smedman's module ["The School of Nekros"] was very impressive. The Hall of Skulls was a great idea, along with the dragon, Flagros, and the *air to flesh* spell. Zuvich's "Courier Service" was well thought out. However, I do have one minor quibble: Just how long is the Isig Chasm Bridge? I couldn't seem to find much about its length or appearance.

All in all, an excellent magazine. Keep up the good work.

Bruno Lombardi
Montreal, Quebec

We figure that the Isig Chasm Bridge is about as long a football field (maybe a bit shorter). Let's say 200'-300'. That looks like the length implied in the illustration on page 34 of issue #27. Ω

The Oops File

The map of Waterdeep and the North on page 8 of issue #26 contains an error. The scale of miles as shown is wrong. Instead, use 1" = 48 miles as a scale for this map.

THE PIPES OF DOOM

BY KRISTOFER WADE

V-I-C-T-O-R-Y—that's the lich's battle cry.

Artwork by Jeff Menges

Kristofer writes: "I am a 29-year-old father of two. I can hardly wait for my boys to be old enough to go on their first adventure in the Forgotten Realms. I only wish that I had been exposed to role-playing when I was a child. I was 18 when I bought the 1st Edition Players Handbook *and taught myself the rules, and I was 20 and married before I got to actually play in an established campaign."*

"The Pipes of Doom" is an AD&D® adventure for 5-7 characters of 6th-10th level of experience (about 48 total levels). The PCs should all be of good alignments, although they may be lawful, neutral, or chaotic as desired. The group should consist of a good balance of characters, including a ranger or a bard if at all possible. The adventure was written for use with the AD&D 2nd Edition BATTLESYSTEM™ miniatures rules, but the central portion will stand alone as a challenging wilderness adventure with very little modification.

All events take place in the AD&D FORGOTTEN REALMS™ fantasy setting, in the Savage Frontier near the small city of Loudwater and in the South Woods (see FR5 *The Savage Frontier* for details on this area). This adventure alters the balance of power detailed in FR5, and DMs should note these changes. For other campaigns, the important terrain features are a mountain range, a mysterious forest, and two small cities or trading towns.

For the Dungeon Master

A powerful and evil fiend by the name of Grintharke (see "Further Adventures") has been exiled from his home plane because he failed his superior in his assigned duties. He has taken over Hellgate Keep and gathered together hordes of orcs to act as his armies. Grintharke found an entrance to Deepearth and the drow city of Menzoberranzan. He has also made allies of giants and ogres from the Greypeak Mountains.

Grintharke is now ready to make his first major foray toward conquering the humans of the north. He gathered evil heroes to lead his orcish armies through the Underdark, pouring out near the trading city of Llorkh, which was overrun without much trouble at all. One unit of human swordsmen and one unit of dwarves led by Lord Geildarr escaped the destruction and have fled to Loudwater, where they are assisting in preparing that city's defense.

The ruler of Loudwater, Nanathlor Greysword, has had some warning of trouble, as he has a half-orc spy in the lower echelons of the Hellgate Keep forces. Nanathlor warned Lord Geildarr of the impending invasion, but Geildarr refused to believe that there was any danger. Now, the horde of orcs—along with two units of ogres, one unit of hill giants, and one unit of drow—are approaching Loudwater.

The armies of Loudwater are reinforced by halflings from Shining Falls, dwarves from the Greypeak Mountains, two demoralized units from Llorkh, and a small force from Secomber led by Traskar Selarn and an iron golem.

The leaders of Loudwater don't hold out much hope of victory, because the evil forces have a weapon of might and fear. Some of the escapees from Llorkh have heard the *pipes of doom* (see sidebar). "They tear your soul from your body and send you fleeing in terror," said one survivor of the rout.

It was these pipes, played by some sort of skeletal creature (a lich), that routed the forces of Llorkh before they could even attempt to repulse the invaders.

Into this morass come the PC heroes. They should be famous in their own right by this time, and Nanathlor Greysword himself approaches them to ask their aid. He asks fighter types to lead his army units and spell-casters to ride with his command forces.

There is not much chance of the first battle going well for the forces of Loudwater. They should have no defense against the *pipes of doom*. The orcs and drow will not be adversely affected by the daylight because the lich will use the pipes to summon ominous clouds to fill the skies.

A reprieve is offered after dark, while the orcs are resting. Nanathlor's spy arrives to tell him that a miraculous chance for survival has occurred. The command tent for the Hellgate forces has been set near the South Woods. Shortly after supper, a raid was made by a band of strange forest creatures. The description of the creatures seems to indicate they are korred. They stole away the *pipes of doom* and fled into the forest before the lich knew what had occurred. Now the lich is sending a force of evil heroes into the forest to recover the pipes. If the PCs can find the pipes first, the Loudwater forces may stand a chance of winning tomorrow.

So it's into the woods, where the PCs must deal with the chaotic korred and their well-protected and well-hidden village. Then they must face the evil band of heroes, made up of a lich, a fire giant, a drow priestess, and two human thieves—and some summoned monsters to boot.

Whether the PCs succeed or not, the final battle will happen the next day. The forces of Loudwater will be reinforced by some travel-weary units from Waterdeep. If the Hellgate Keep forces have the *pipes of doom*, the Loudwater forces don't really stand a chance.

For the Player Characters

To start the adventure, read or paraphrase the following to the players:

> You have come to Loudwater for reasons of your own. You are going about your business on a clear fall morning when you notice a tall, slim man with gray hair and lined features approaching you. He walks with royal bearing, and when he comes near enough he hails the leader of your group by name. "I am Nanathlor Greysword, the lord of Loudwater. I have urgent business

The *Pipes of Doom*

These bagpipes are a minor artifact of evil created by Grintharke's former master. Anyone proficient in the use of bagpipes or who has innate musical ability will be able to use these pipes in two different ways. First, the pipes enhance musical abilities or skills, such as a bard's ability to influence reactions or the korred ability to make people dance. This function of the pipes results in doubled areas of effect and a −2 penalty to any applicable saving throws. But there is a second and much more destructive use for the pipes. When the *pipes of doom* are played properly (the musician will know instinctively what tones and tempo are necessary), they cause the listener to suffer severe mental anguish and terror.

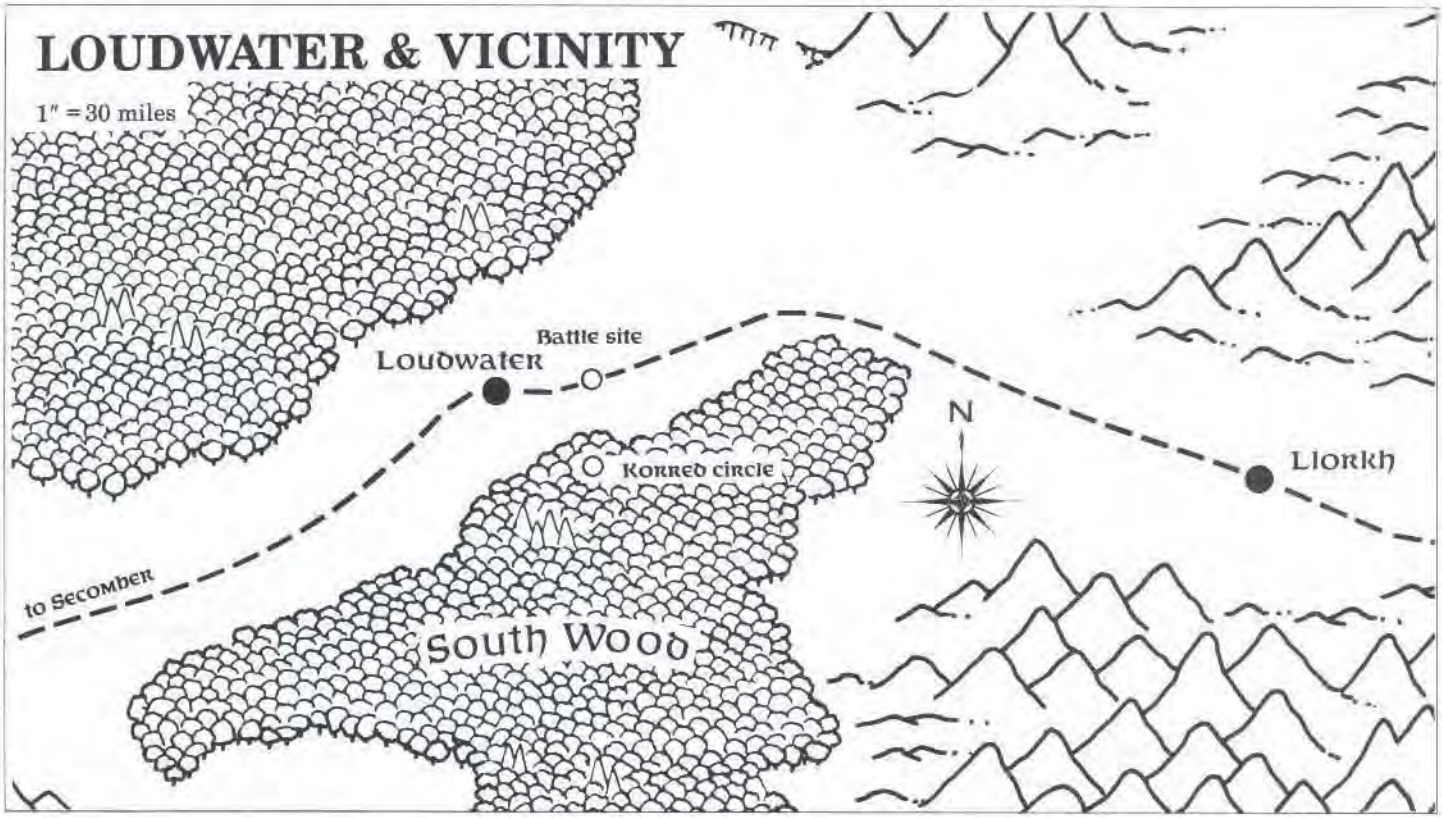
For normal gaming purposes, the pipes' area of effect is a 360'-long cone that widens from 10' to 180'. (For BATTLESYSTEM game purposes, the pipes' area of effect is a cone 12" long and 6" wide at the end.) All creatures in this area of effect must save vs. spells or suffer insanity so severe as to permanently incapacitate them, causing them to collapse and mumble incoherently, unable to attack or defend. The bearer of the pipes rolls 5d12 attack dice (against which armor has no effect), and all surviving enemy units in the area of effect must make a morale check or rout. Units that succumb to the effects of the pipes may be easily slain.

The pipes become more powerful when the user of the pipes becomes more proficient or powerful. Each level or hit die of the user above 10th level or 10 HD subtracts one from the saving throws of affected individuals when used to cause mass insanity. In addition, at 16th level and above, the pipes can be made to destroy nonliving structures by increasing the entropy in each structure so that it simply falls apart into its component pieces. Thus, a wall or a building—or even a person's clothing or weapons—could be brought to ruin, but a living creature, a plant, or a natural stone hill would not be affected. Magical items receive a normal saving throw vs. disintegration.

The final power of this artifact is to *control weather*, as the seventh-level priest spell. The pipes give this ability at full power, so it is possible to adjust the weather by two steps as indicated by the spell description.

If any good- or neutral-aligned person who is not a bard or a creature with innate musical abilities (such as a satyr or korred) attempts to use the *pipes of doom*, his or her alignment will begin to shift toward evil. Each shift takes one week to complete, so it will take two weeks for a good character or creature to become irrevocably evil. The strength and evilness of this artifact can be determined by any appropriate divination spell, and the casting of such a spell should also instill a strong desire to destroy the pipes.

The *pipes of doom* may be destroyed by dropping them into molten rock of any kind, by subjecting them to red dragon flame doing a minimum of 90 hp damage, or by sending them to the elemental plane of Fire.



with you." He motions to a nearby inn.

Once you are seated, he explains: "You may have seen two bedraggled army units from Llorkh enter town yesterday. They are refugees from the destruction of that town by the orcs of Hellgate Keep. Those orcs are now proceeding here for the same purpose. I need doughty fighters to lead my forces and potent spell-casters to help protect our forces from their evil magicks. The orcs are rumored to have an item of immense power that routs men in fear before they can fight their enemies. Will you aid us?"

If the PCs agree to aid the lord of Loudwater, those with fighting skills will be put in charge of appropriate units. There are two dwarven units, one halfling unit, three half-elf units, and four human units. Two of the human units are cavalry. Spell-casters are asked to join Nanathlor's command post. There will be one day and one night to prepare for battle.

Surprisingly, Nanathlor has a detailed description of the forces of Hellgate Keep. Clearly he has a spy in their midst. The DM should act as Nanathlor and other NPC leaders given below to engage the PCs in a round-table discussion of possible defenses, special formations, etc. Determine specific duties for each NPC and his forces. Once the battle starts, let the PCs run all the forces of Loudwater. Do not intervene unless a stated action is clearly against a specific NPC's personality.

The DM should make your battle plan for the Hellgate Keep forces before conducting this discussion with the PCs. Keep in mind that Nanathlor's spy has most of the information possessed by the evil leaders. The only restriction on the PCs' actions is that they should not be allowed to have forces attack from the South Woods. Nanathlor will overrule any suggestion of ambush or attack from this direction, as the woods are impassable for a force of any size and dangerous for single individuals or small skirmish units.

The Armies Clash

The morning of the battle dawns bright and clear, but the fair weather lasts only until Pomerian uses the *pipes of doom* to summon thick, foreboding clouds. The lich also casts his scroll spell, *mass invisibility*, on the drow unit, which will attempt to make a surprise attack on the Loudwater command post.

The armies of Hellgate Keep should set up first. Nanathlor knows their basic strategy thanks to his spy. Pomerian the lich takes the center with the two ogre units as guards. He plays the *pipes of doom* until a large part of the Loudwater forces collapse or rout. Then the lich falls back while the ogres charge forward to rout the few who withstood the pipes. Meanwhile, the giants try to force an opening to the bridge over the River Shining, the orcs try to kill everything in sight, and the drow attempt to destroy the leaders of the Loudwater forces, including the player characters.

The PCs should be allowed to set up their forces however they wish within their designated area (see the BATTLESYSTEM Set Up map). They should keep in mind all of the information they have received from Nanathlor's spy.

The clear areas on either side of the road are brush and scrub. The South

Woods are impassable to all but individuals or skirmishers. The River Shining is impassable without boats or rafts except at the bridge.

Victory conditions for the armies of Hellgate Keep are as follows:

—All enemy units must be routed from the board or destroyed.

—The bridge over the River Shining must be taken.

If these conditions occur, the forces of evil will not invade Loudwater today. Instead, they set up camp and the scenario moves to the wilderness adventure phase (see "Into the Forest").

Victory conditions for the forces of Loudwater require that they have units remaining unrouted on the board at the end of 20 turns.

If the Loudwater forces succeed in routing the Hellgate army (unlikely at best), Nanathlor will not allow pursuit as he does not want to leave his city undefended. Pomerian will rally his troops just off the edge of the board, and the scenario moves on to the wilderness adventure.

The DM should try to avoid having the PCs capture the pipes from the lich; Pomerian will go to any length to retain the pipes, as they are his most treasured possession. If the PCs do manage to capture the pipes, Pomerian and his allies will attack the PCs with all the powers at their command, sparing no one. The DM must be prepared to "wing" the rest of the adventure in this event, as Pomerian's control over his armies will disintegrate in the bright sunlight. Contact with the korred would not then be necessary to resolve the adventure.

If the PCs find themselves being forced to flee back to the city of Loudwater, they may decide to destroy the bridge behind them. This will lead to a draw of the BATTLESYSTEM scenario and make for an easy transition to the wilderness scenario as the lich sets up camp while his armies start to build huge rafts.

Into the Forest

If the DM decides to skip the BATTLESYSTEM part of the module and jump right into the wilderness adventure, read the following as is. If you have played out the battle and the results were different from those mentioned here, change the first few sentences of the boxed text as necessary.

Loudwater Forces

Unit rosters	AD	AR	Hits	ML/CD	MV
Nanathlor Greysword (army commander)	10	4	6	11	9
Calahar Twohands (lieutenant commander)	10	5	3	12	9
Harazos Thelbrim (lieutenant commander)	8	5	3	5	6
12 Swords #1	8	6	1	12	6
24 Swords #2	6	7	1	11	9
24 Swords #3 (shield wall)	8	6	1	12	6
12 Slings (halflings)[1]	6*6	8	1	11	9
16 Cavalry #1	8	8	2	12	24
16 Cavalry #2	8	8	2	12	24
20 Archers[2]	6*6	9	1	12	12
Lord Geildarr (unit commander)	6	8	3	7	12
10 Lord's men	8	6	1	10	6
12 Llorkh Axes (dwarves)[3]	6	7	1	12	6
26 Greypeak Axes (dwarves)[3]	8	6	2	14	6
Traskar Selarn (unit commander)	10	5	6	11	12
Iron golem (hero)	12+6	2	9	6	6
16 Secomber Spears[4]	6	9	1	10 (12)[5]	12
24 Waterdeep Cavalry[6]	8	8	2	12	24

1. Range 5/10/20 (+3 penalty to opponents' AR); favored terrain: woods, brush/scrub (invisible unless base to base).
2. Range 7/14/21.
3. Favored terrain: rough/rocky ground; hated foes: goblins, orcs, hobgoblins (+1 penalty to opponents AR, discipline check required); −2 bonus to AR vs. giants, ogres, and trolls.
4. Irregular formation only.
5. Normal morale is 10. If led by Traskar and the iron golem, morale goes up to 12.
6. This unit does not arrive until the second day of battle.

Hellgate Keep Forces

Unit rosters	AD	AR	Hits	ML/CD	MV
Pomerian the lich (army commander)	10	5	9	15	6
Dammek (hero)	10	6	4	9	12
Dammon (hero)	10	6	4	9	12
14 One Eyes (orcs)[1]	6	8	1	11	9
30 White Hands (orcs)[1]	6	8	1	11	9
12 Leg Breakers (orcs)[1]	6	8	1	11	9
24 Stinking Claw (orcs with pikes)	6	8	1	11	9
12 Night Lords[2] (orcs)[1]	6*6	8	1	11	9
24 Red Skulls[2] (orcs)[1]	6*6	8	1	11	9
14 Severed Hands[3] (orcs)[1]	8	8	2	12	18
15 Bloody Eyes[3] (orcs)[1]	8	8	2	12	18
6 Ogre #1[4]	10	7	2	12	9
12 Ogre #2[4]	10	7	2	12	9
Slag the fire giant[5] (unit commander)	12*12	4	8	15	15
12 Hill giants[6]	12*12	6	4	13	12
Lilliana the drow (unit commander)	10	5	5	10	12
18 Drow elite troops[7]	6*8	7	2	14	12

1. Hated foes: dwarves, elves; vulnerable in direct sunlight (−1 penalty to morale, −1 bonus to opponents' AR).
2. Range 5/10/15.
3. Orcish cavalry on worgs.
4. Irregular only; hated foes: elves, dwarves, halflings.
5. George the gorgon is kept out of this battle.
6. Irregular only; chaotic; range 5/15/20 with thrown boulders; favored terrain: Rough/rocky ground.
7. Chaotic; range 7/14/21; vulnerable in direct sunlight (−1 bonus to opponent AR).

Major NPCs

Nanathlor Greysword: AL NG; AC −1; MV 9; F11 (cavalier, as per *The Complete Fighters Handbook);* hp 88; THAC0 10; #AT 3/2; Dmg by weapon type; S 16, D 18, C 16, I 17, W 14, Ch 12; ML 16; *long sword +1, mace +2, lance +1, bronze plate mail +1.*

Nanathlor has ruled Loudwater for 45 years. He is a generous and kindly man whose bravery is his outstanding characteristic as a fighter. Nanathlor is also intelligent enough to realize that some things can't be defeated by force alone. He has established a spy network throughout the north that has benefitted him and his people many times. He will treat the PCs with respect, but he will not allow himself or Loudwater to be exploited. Nanathlor has the complete loyalty of his people and the friendship of most leaders from the surrounding area. He can rally any of the units.

Lord Geildarr: AL LE; AC 7; MV 12; M7; hp 35; THAC0 18; #AT 1; Dmg by spell or weapon type; S 6, D 14, C 16, I 18, W 14, Ch 15; ML 15; *staff +1, ring of protection +3,* spell book with the following spells: *alarm, change self*, detect magic*, erase, identify, light, magic missile*, read magic, shield*, wizard mark, blindness, continual light, ESP*, stinking cloud*, web*, blink, dispel magic*, slow*, tongues, stoneskin, wall of fire*.* For the upcoming battle, Lord Geildarr has memorized one each of those spells marked with an asterisk.

Lord Geildarr is an agent of the Zhentarim. He is evil, but he is also the ruler of Llorkh. The other leaders don't trust him much, but they do treat him courteously. Geildarr is motivated by the need to recoup his failure. The Zhentarim, who are the major human alliance for evil in the Realms, will not be pleased when they find Llorkh has been destroyed. Geildarr will not lead his forces, but he will accompany the command post. He can rally his own forces if necessary. Geildarr will cooperate with the PCs during this adventure, so no experience-point award is offered for capturing or slaying him.

Traskar Selarn: AL CG; AC −1; MV 12; R11; hp 99; THAC0 10; #AT 4; Dmg by weapon type; S 13, D 17, C 18, I 17, W 15, Ch 9; ML 15; two *scimitars +1, bracers of defense AC 2,* spells: *cure light wounds, protection from evil, flame blade* (×2).

Traskar is the ruler of nearby Secomber. He has brought half his military force here to aid Loudwater because he knows that if Loudwater falls, Secomber doesn't stand a chance. Traskar is a short, wiry man who is always laughing, perhaps in an attempt to overcome the frightening appearance of his battle-scarred face. He never appears to take anything seriously, and though his men admire him, he is a little slack on discipline. The iron golem he brings with him was made by Amelior Amanitas, a scatterbrained mage and alchemist who is constantly wandering off to other parts of the Realms (he is currently lost somewhere in Anauroch, the Great Desert). The golem will obey only Traskar or Amelior.

Traskar suggests an immediate charge on the forces of evil. His personal combat method is unique: He summons two flaming scimitars using his *flame blade* spells (a special grant from his deity, Silvanus, for a ranger who would not normally be able to cast an elemental spell). He fights two-handed with these until the spells expire, then he switches to his magical scimitars. Traskar can rally the Secomber troops.

Iron golem: Int non; AL N; AC 3; MV 6; HD 18; hp 80; THAC0 3; #AT 1; Dmg 4-40; SA gas cloud every seven rounds fills a 10′ cube (save vs. poison or die); SD +3 weapon to hit, electrical attack slows it for three rounds, magical fire heals damage at the rate of 1 hp per HD damage normally done by the spell, immune to all other spells and effects except rust; SZ L; ML 19; XP 15,000; MC.

Harazos Thelbrim: AL LN; AC 1; MV 6; F5; hp 50; THAC0 16; #AT 1; Dmg by weapon type; S 16, D 16, C 18, I 10, W 11, C 18, Ch 12; ML 14; *long sword +2,* splint mail, shield.

Calahar Twohands: AL CG; AC 1; MV 9; F6 (half-elf); hp 42; THAC0 15; #AT 1; Dmg by weapon type; S 17, D 18, C 15, I 11, W 12, Ch 17; ML 14; *two-handed sword +2,* chain mail, bow, sheaf arrows.

The above two NPCs are Nanathlor's lieutenants. Harazos is the pessimist and Calahar the optimist. In spite of this, they are close friends. Harazos can rally any of the humans and Calahar any of the nonhumans in the Loudwater forces.

Pomerian the lich: Int supragenius; AL LE; AC 0; MV 6; HD 11 +7; hp 81; THAC0 10; #AT 1; Dmg 1-10; SA *fear* aura, *paralysis* touch, all nonnecromancers save at −1 vs. lich's necromantic spells; SD +1 or better weapon to hit, +1 to all saves vs. necromantic spells, immune to the following: *charm, sleep, enfeeble, polymorph, cold, electricity, insanity,* and *death* spells; SZ M; ML 17; XP 7,000; MC; *pipes of doom* (see sidebar), *dust of disappearance* (two uses), scroll with *mass invisibility.*

Pomerian's spell books contain the following spells: *armor, burning hands*, chill touch*, color spray*, detect undead, enlarge*, hold portal, identify, magic missile*, protection from good*, darkness 15′ radius, detect good, detect invisibility*, ESP*, flaming sphere, knock, levitate*, locate object*, shatter, spectral hand*, strength, web*, blink, dispel magic*, feign death, fireball*, fly*, haste*, hold undead, lightning bolt, monster summoning I*, slow, vampiric touch*, contagion*, dig*, dimension door, enervation*, extension I*, ice storm*, massmorph, polymorph other*, curse, wizard eye, animate dead*, cloudkill*, conjure air elemental*, dismissal, magic jar, passwall*, summon shadow*, telekinesis*, chain lightning*, death spell*, disintegrate, reincarnation, flesh to stone, true seeing*, control undead*, delayed blast fireball*, finger of death*, power word stun*, Bigby's clenched fist*, clone, prismatic wall*, trap the soul, energy drain*, power word kill*, prismatic sphere.* At the start of this adventure, Pomerian has memorized the spells marked with asterisks.

When he was alive, Pomerian was an 18th-level necromancer who resided in Thay. After a near-fatal attempt to gain further power, he left Thay and journeyed for a while, finally allying himself with the Cult of the Dragon. Pomerian used the cult to find knowledge on how to prolong his own life. Once he had all the information that he needed, he moved on into the savage northern lands.

Pomerian allied himself with Grin-

tharke and attempted to use that being as he had used the Dragon Cult, but Pomerian made an error. Grintharke somehow discovered what Pomerian was up to and decided to feed him the final bits of information he required to carry out the process of becoming a lich. Grintharke also set spies to watch Pomerian. When the necromancer slipped off to a hidden cave he had prepared for the ritual of transformation, Grintharke followed. At the crucial instant when Pomerian's life force entered the phylactery, Grintharke was there to steal it and *teleport* it away to a specially prepared and magically protected hiding place. Grintharke soon returned to explain that Pomerian was now in his service until Grintharke chose to return the phylactery and free the lich. Pomerian grudgingly agreed and has now become a fanatical and desperate servant of Grintharke. Pomerian will fight all combats until he is victorious or until his body is destroyed, as he knows that Grintharke will simply get him a new body.

Slag the fire giant: AL LE; AC −1; MV 15; HD 15+5; hp 125; THAC0 5; #AT 1; Dmg 1-8 or by weapon type 2-20 (+10); SA hurling rocks for 2-20 hp damage; SD immune to nonmagical fire and red dragon breath, resistant to magical fire (−1 hp per HD of damage); SZ H; ML 16; XP 8,000; MC; potion of *cloud giant control, ring of spell turning.*

Slag is among the largest and strongest of his kind and has bullied his way to leadership over all the giant clans in the Greypeak Mountains. When Slag was young he tried to bully a cloud giant youngster. The cloud giant's parents came along and literally kicked Slag out of the area. Slag pondered this embarrassment for a while and finally came up with what he considered a brilliant solution. He coerced an alchemist into making a potion of *cloud giant control,* but by the time Slag returned for his revenge, the family of cloud giants had moved on. Slag has kept the potion in case he ever meets another cloud giant. Slag got the *ring of spell turning* from the hoard of a very young red dragon that he singlehandedly slew.

Slag has a pet gorgon, George, that he rescued from a party of human adventurers who had prepared themselves with potions of *stone to flesh.* They were not, however, prepared for Slag and his skill with boulders.

George the gorgon: Int animal; AL N; AC 2; MV 12; HD 8; hp 56; THAC0 13; #AT 1; Dmg 2-12; SA breath weapon turns victim to stone; SZ L; ML 9; XP 1,400; MC.

Lilliana the drow: AL CE; AC −1; MV 12; C14; hp 84; THAC0 12; #AT 1; Dmg by spell or weapon type; S 17, D 17, C 15, I 15, W 18, Ch 15; SA *dancing lights, faerie fire, darkness, detect magic, know alignment, levitate, clairvoyance, detect lie, suggestion, dispel magic* once each per day; SD +2 on all saving throws vs. magic; MR 78%; SZ M; ML 14; XP 11,000; MC; *rod of smiting* (41 charges), *mace +1, elven chain +3, globe of continual darkness.* Lilliana's current spells are: *fear* (×4), *darkness* (×4), *heat metal* (×3), *hold person* (×3), *silence 15' radius* (×2), *dispel magic* (×3), *locate object, bestow curse* (×3), *cure serious wounds* (×4), *spell immunity* (×2), *flame strike* (×3), *conjure fire elemental, heal, gate.*

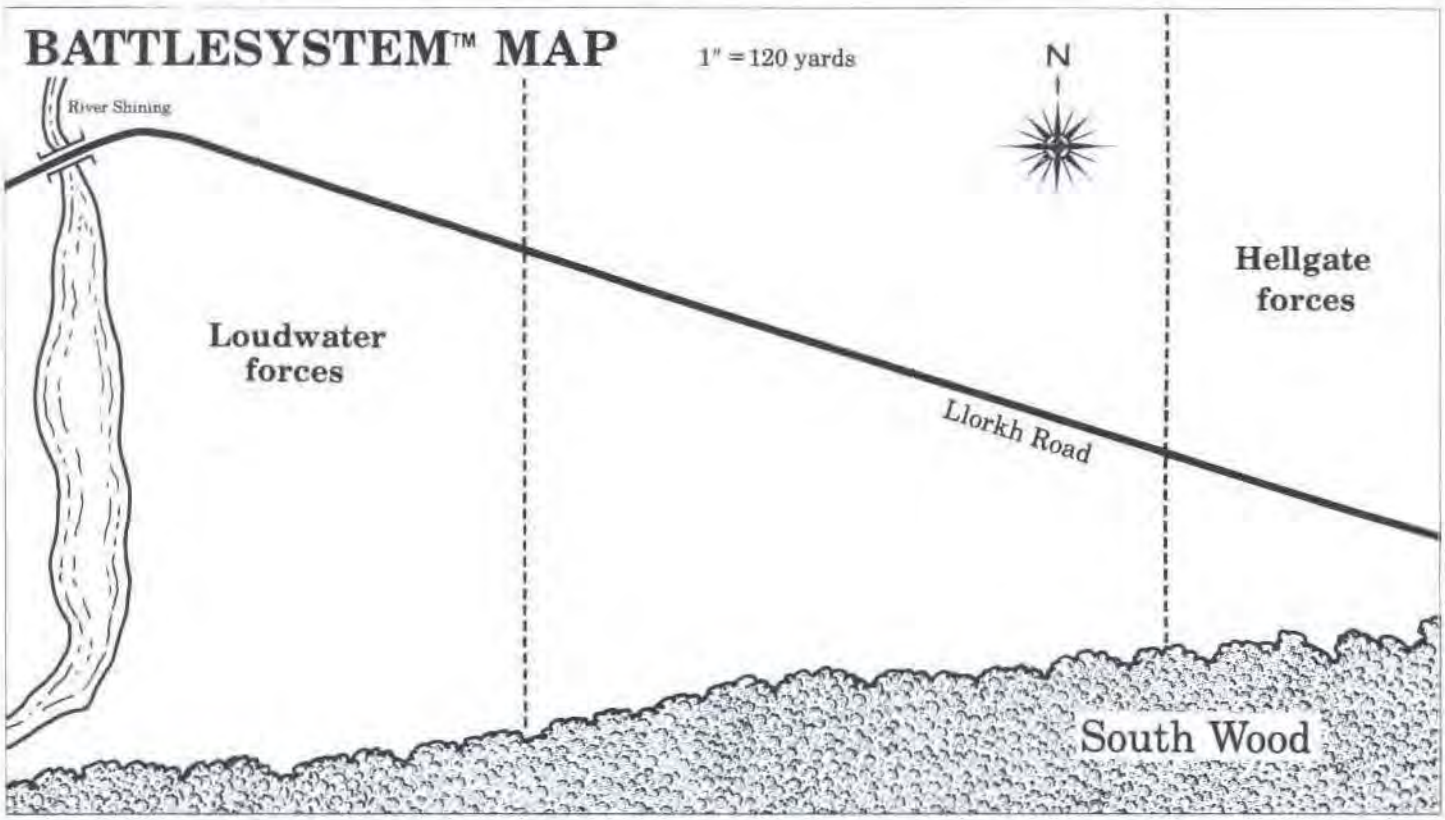
Lilliana is the second most powerful priestess of Lolth in the drow city of Menzoberranzan. Her main desire, of course, is to be the most powerful. The drow city formed an alliance with Grintharke for two reasons: self protection and the promise of many elven sacrifices for their altars to Lolth.

Lilliana believes she was sent as the leader of the drow forces as a punishment and a warning to curtail her aggressive striving for power. Her power at home has certainly been weakened. She has been unable to make all the usual ritual sacrifices, and she has not been present to guard her interests in the chaotic politics of her city. Lilliana is worried. Thus far, her drow have fought only pitiful humans. She will ruthlessly attack to subdue any elves she encounters, and will use such captives for a ritual sacrifice to Lolth.

Dammek: AL LE; AC 3; MV 12; T10; hp 40; THAC0 16; #AT 1; Dmg by weapon type; S 14, D 18, C 7, I 15, W 17, Ch 13; PP 45%, OL 35%, FRT 95%, MS 45%, HS 30%, DN 95%, CW 85%, RL 95%; SA backstab at +4 to hit for quadruple damage; ML 14; XP 3,000; *necklace of missiles* (8d6×2, 6d6×2, 4d6×4), *ring of blinking, bag of holding* with 20,000 gp in miscellaneous gems, *cloak of protection +3,* long sword.

Dammon: AL CN; AC 3; MV 12; T10; hp 60; THAC0 16; #AT 2; Dmg by weapon type; S 14, D 18, C 17, I 15, W 7, Ch 13; PP 95%, OL 75%, FRT 30%, MS 95%, HS 95%, DN 20%, CW 95%, RL 20%; SA backstab at +4 to hit for quadruple damage; ML 14; XP 3,000; two *short swords +3, wings of flying, bracers of defense AC 7.*

Dammek and Dammon are the twin sons of the King of Semphar. They were banished from their father's kingdom when they failed in their plot to assassinate him. Their mother sacrificed her life by drinking the poisoned drink they had prepared for their father, thus exposing the plot. The brothers have spent the past 11 years adventuring to gain the riches and power to return home and assassinate their hated father. Dammek is a thinker and planner; Dammon is a man of action. They know themselves to be dangerous adversaries, and the only thing they really fear is each other. Perhaps because of this they have developed a telepathic rapport between themselves, and they always fight as a team. When they fight together against an opponent, each brother fights as a 10th-level fighter, with THAC0 11 and an additional attack every other round.



The battle is over for the day. You have taken staggering losses, and tomorrow your armies will probably be destroyed. You have forced food down and try to appear confident to bolster morale among the troops. A messenger arrives requesting your presence at the command tent. When you arrive, you see Nanathlor, Geildarr, Traskar, Harazos, and Calahar. With them is an orc—a prisoner you assume, until you notice he is not bound and is being treated as an equal.

Nanathlor greets you and bids you join them, introducing the "orc" as "Barnabas, my friend and trusted agent. He brings news that may lead us to victory." In a more cultured and educated voice than you expect, Barnabas relates the following story:

"I serve as one of the lich's minor staff officers. The lich is powerful enough that he doesn't think about making any mistakes. He doesn't believe he can lose this battle even if he tries to. Tonight, however, he may have made a fatal mistake.

"He had his command tent set up near the South Woods. Some creatures crept out of the woods while he plotted tomorrow's strategy, and they took the *pipes of doom* from his tent. The creatures were the size of gnomes, with long, wild hair and beards. Their bodies were hairy, and they had the legs of goats, much like satyrs. They smelled of pine needles and fresh earth, and all but one bore rude clubs of wood. That one, apparently the leader, used a pair of large silver shears to slice through the canvas. They attacked no one, but simply took the pipes and were gone. I heard later they had removed the guards by tossing them bodily into the forest."

At this point Traskar interrupts excitedly, "That sounds like korred. They might be immune to the effects of the pipes, but they must have heard the eerie music and wanted the pipes for themselves. They're completely chaotic, but if we could convince them to give the pipes to us, we'd have victory in our grasp."

Nodding his head and speaking with slow deliberation, Nanathlor says, "I agree, but we shall have to hurry. Pomerian, the lich, has even now sent a party led by that fire giant into the woods to destroy the korred and retrieve the pipes." He looks at you. "Can we count on your group to undertake this task? Traskar can advise you on korred, and Barnabas will give you the information you need on the evil creatures sent to retrieve their tool of destruction."

The floor is then opened for a quick discussion. None of the NPC heroes will accompany the PCs; they all have obligations to their men. Nanathlor will not allow any of his low-level fighters to go along as cannon fodder. Traskar can advise the PCs in general about korred. He also strongly recommends that the PCs attempt to bargain with the korred, not attack them. He suggests warning the korred of the danger they have brought on themselves and offering to help the korred defeat the giant, Slag, and his allies.

Nanathlor backs Traskar up on this. He also requests that the PCs attempt

to destroy the *pipes of doom* rather than bring their evil back to his city. However, the PCs may not be able to destroy an artifact without access to a volcano or some other great destructive force of nature. If they do come up with a reasonable method of destroying the artifact, give them a reasonable chance for success. The only other assistance that Nanathlor can provide is potions of *extra healing*, one per PC. Barnabas can describe in detail the evil NPCs, and he recommends ambushing them and slaying them without compunction if at all possible.

Soon it is time to go. Point out to the PCs that they have not had time to recover any spells used in the battle today. Remember also to check off any spells that the evil NPCs used in battle. This should keep the situation balanced. Traskar is able to give the PCs a general idea of where to find the korred, as this is his territory. Any ranger in the party, or any PC with the direction sense proficiency who makes his proficiency check, can follow Traskar's directions without any trouble.

If the PCs are able to follow Traskar's directions, they find the korred in about three hours. If they are unable to follow the directions, they have a 70% chance of getting hopelessly lost. Roll for getting lost every half hour. If the PCs never roll below 70%, the PCs have had the incredible luck that sometimes comes to adventurers and they should offer thanks to Tymora, goddess of luck. If the PCs do get lost, they wander in the woods until they meet the wild elves (see "Not-So-Random Encounters"). The adventurers must them convince the elves to guide them to the korred. In this case, it will take the PCs about six hours to reach their goal.

Barnabas (half-orc): AL LN; AC 6; MV 12; T6; hp 24; THAC0 17; #AT 1; Dmg by weapon type; D 16, I 18, W 15; ML 18; leather armor, *dagger +1*.

Barnabas and Nanathlor have been friends for a long time. Nanathlor hired Barnabas when he first became the ruler of Loudwater. Barnabas proved his worth many times, and when Grintharke moved into Hellgate Keep, it was Barnabas who suggested he attempt to infiltrate the armies of evil. Barnabas has worked his way up in those armies by using his high intelligence and an inborn acting ability.

Unfortunately for Barnabas, his duplicity was discovered shortly before Pomerian led his armies to the surface. The lich decided to give Barnabas just enough information so that he could be used to create a diversion when needed. However, the lich did not intend for his enemies to find out about the theft of the pipes. When Barnabas returns to the lich's camp, he is quickly captured and, through use of an *ESP* spell, he is forced to reveal all that happened at Nanathlor's camp. Pomerian therefore decides he will give the PCs an unpleasant surprise by backing up his minions who are searching the woods. The lich slays Barnabas, as he is of no further use.

Not-So-Random Encounters

These encounters occur in the order listed until either the wild elves or the korred are found as described previously. An encounter check is made every half hour, with a 1-3 on 1d6 indicating the next encounter takes place (roll 1d6 to determine which group is met). Once either the elves or the korred are encountered, no further encounter checks are required. In any case, the encounter with the elves should be run after five hours of game time have elapsed. If the PC heroes find the korred in three hours, they arrive before the evil heroes. If it takes the PCs more than three hours to find the korred, then Slag and his companions arrive before the PCs. No treasure is listed for any of the encounters as the PCs do not have time to search for lairs.

1. **Werewolves** (8): Int average; AL CE; AC 5; MV 15; HD 4+3; hp 32, 30, 20, 18 (×2), 15, 14, 12; THAC0 15; #AT 1; Dmg 2-8; SA surprise, lycanthropy; SD hit by only silver or magical weapons; SZ M; ML 12; XP 420 each; MC.

These werewolves are a family hunting pack preparing to make a raid on the edge of an army encampment for some quick food. They feel that the PCs will do for an appetizer, although they will change their minds very quickly if either the mother or father is slain. If the young are attacked, all of the mother's following attacks are at +3 to hit and do full damage. If all the cubs are slain before the adults, the parents fight to the death in hope of revenge.

2. **Trolls** (4): Int low; AL CE; AC 4; MV 12; HD 6+6; hp 48, 42, 38, 37; THAC0 13; #AT 3; Dmg 5-8/5-8/5-12; SA attacks multiple opponents, one (48 hp) is a 7th-level shaman (priest); SD regeneration; SZ L; ML 14; XP 1,400 each (2,000 for shaman); MC.

Two-headed troll: Int average; AL CE; AC 4; MV 12; HD 10; hp 79; THAC0 11; #AT 4; Dmg 5-8/5-8/1-12/1-12; SA attacks multiple opponents; SD regeneration; SZ L; ML 16; XP 3,000; MC.

The normal troll with the most hit points is a female shaman. Her wisdom is only 9, so she has a 20% chance of spell failure for each spell she casts. However, she is a canny fighter and will cast spells from cover while her companions charge to the attack. She has the following spells memorized: *cause fear* (×3), *hold person* (×3), *continual darkness* (×2), *free action*. Upon sighting the PCs, the shaman casts her *cause fear* spells. The *continual darkness* spells she saves to cover an escape if necessary. These trolls are another hunting party looking for food. Finding adventurers is a pleasant surprise for them. They are unlikely to flee, even if confronted with fire.

3. **Manticores** (3): Int low; AL LE; AC 4; MV 12, fly 18 (E); HD 6+3; hp 48, 42, 41; THAC0 13; #AT 3; Dmg 1-3/1-3/1-8; SA tail spikes; SZ H; ML 14; XP 1,400 each; MC.

The PCs have had the misfortune of wandering near the nesting area of a manticore family. The manticores have recently gorged themselves on a giant constrictor snake, so they wouldn't have bothered the adventurers if they hadn't come so close to the nest. The manticores leap from the treetops and attack from the air with their tail spikes. They will not land until they have accumulated so much damage that they can't fly. When forced to land, they direct their attacks on spell-casters first. As the last manticore is slain, Chloris the green dragon (see next encounter) attacks without giving the PCs a chance to rest.

4. **Green dragon:** Int very; AL LE; AC −2; MV 9, fly 30 (C), swim 9; HD 15; hp 120; THAC0 5 (with +6 to hit as well); #AT 3 plus special; Dmg 1d8+6/1d8+6/2d10+6; SA breath weapon for 12d6+6 hp damage, snatch kick, wing buffet, tail slap, water breathing, *suggestion* once per day, *fear;* spells: *charm person, detect magic, protection from good;* SD all saves at +2, *detect invisible, clairaudience;* MR 20%; SZ G; ML 16; XP 9,000; MC.

The she-dragon Chloris shared this area of the woods with the three manti-

cores. They weren't friends, but each left the other in peace. The battle with the manticores got Chloris's attention. She casts *protection from good* on herself, then glides up on the party with a 90% chance to surprise those still in combat and a 50% chance to surprise those not in combat. Chloris breathes on the PCs, attempts to snatch a spell-caster and fly off with him to drop him from a height.

After she has destroyed the spell-caster, the dragon returns for another attack with normal chances for surprise. This time, she breathes, then tries to snatch another spell-caster. Chloris comes back one more time to breathe and make one more snatch attempt. If the party is not destroyed by this time and she is still in good shape, she attempts to land on a weak party member while engaging the others in melee. Don't forget about the *fear* aura of a dragon. If Chloris takes enough damage in the air to force her to land, she glides as far as she can to safety. If pursued, she uses her *suggestion* and *charm* abilities to turn aside attacks. Unlike earlier encounters, Chloris should be a serious challenge for the party.

5. **Owlbears** (4): Int low; AL N; AC 5; MV 12; HD 5+2; hp 42, 41, 40, 39; THAC0 15; #AT 3; Dmg 1-6/1-6/2-12; SA bear hug; SZ L; ML 12; XP 420 each; MC. These owlbears are devouring the corpse of a wild elf (see the next encounter). They will fight to the death as they are too stupid to know better.

6. **Grugach** (6): Int avg; AL CN; AC 6; MV 15; HD 1+1; hp 9, 8 (×2), 6 (×2), 5; THAC0 19; #AT 1 or 2 (bows); Dmg by weapon type; SA +1 to hit with bow or spear; SD 90% resistant to *sleep* or *charm* spells; ML 13; MM2/63.

These wild elves are searching for the owlbears previously encountered and their slain comrade. They know where the korred are. If they are dealt with courteously, the elves will act as guides, especially if the PCs have killed the owlbears and retrieved the body of the dead grugach. Once the elves have guided the party to the korred, they will take the body of their friend and depart. It will not be possible to hire or persuade them to stay.

The Korred at Last

If the PC heroes arrive at the dance circle before the evil heroes, they hear eerie music as they approach. They recognize the sounds of the *pipes of doom* but do not feel the dread they felt when the lich played them. The PCs may approach as near as they like. If one of them decides he doesn't want to get any closer, he must make a saving throw to resist the *charm* of the korred dance which has been amplified by the pipes. Read the following to the players.

> You suddenly realize you are nearing your goal. You hear the *pipes of doom* being played, not for destruction but for the wild dance. As you get closer you see a circular clearing ahead. It appears to be about 250′ in diameter, with a huge boulder about 30′ × 60′ in its center. The clearing is surrounded by statues of korred, each about 9′ tall. Inside the ring of statues you see gnome-sized shadows dancing chaotically to eerie sounds from the pipes. You feel an urgent need to join the dancing.

The korred leader is playing the pipes for his dancers. Once the party can see the dancers, each PC must save vs.

spells (at −4 due to the magic of the pipes) or join the dance until the music stops or the PC is dead or unconscious. Anyone caught up in the dance loses 1-4 hp per round of dancing.

The DM should try to emphasize the eerie atmosphere of the next few minutes. The korred leader continues to play the pipes throughout the encounter. The PCs can feel the music in their bones, and even those who have made their saving throws must continually fight the urge to dance, especially as some of their friends will continue dancing until they drop. As the shadows move, the korred disappear into the stone, and the statues come to life, even jaded heroes who have just survived an encounter with a green dragon should become disoriented and perhaps even frightened. What have they gotten themselves into?

As the PCs struggle to maintain control of themselves, the korred become aware of them and begin turning the 20' wide circle of stone on which the PCs stand to mud (see Korred Circle map). Once a PC sinks partially into the mud, the korred change the walkway back to stone. If any PCs are still free, the korred animate the statues to capture those adventurers. If a PC manages to elude all the statues and move directly to attack the korred, he will find himself bombarded by boulders and laughter. All non-korred hearing the laughter must make a charisma check or be stunned for 1-4 rounds.

While the combat is occurring, eight of the female korred lead the young ones to their separate lairs using their *stone door* ability and strategically placed boulders in the nearby forest. This leaves 14 male and 10 female korred to deal with the PCs. The korred avoid physical combat as much as possible. As soon as a single PC attacks a korred with a weapon or spell, the leader stops playing the pipes and all the korred depart, taking anyone captured by the dancing, the mud, the statues, or the laughter. PCs who are still free will be unable to follow as the korred use their *stone door* ability to escape.

Korred (24): Int very; AL CN; AC 5; MV 9; HD 6+1; hp 49, 45 (×5), 44 (×2), 41 (×3), 39, 38 (×6), 34 (×4), 33, 29; THAC0 15; #AT 1; Dmg 5-6 (1d2+4) or by weapon type +4; SA/SD hurl rocks (2-16 hp), cause dancing, *laugh, stone shape, animate rock, stone door, shatter rock, transmute rock to mud, stone tell;* MR 25%; SZ S; ML 14; MC; cudgel, korred pouch.

Korred lieutenants (2): AC 4; HD 8+1; hp 61, 57; THAC0 13; Dmg by weapon type +4; other statistics and equipment as for korred, above; MC (variation).

Korred chief: AC 3; HD 10+1; hp 77; THAC0 11; Dmg by weapon type +5; other statistics as for korred lieutenants; MC (variation); *silver shears +2, +4 vs. lawful creatures* (treat as a dagger for damage), korred pouch.

Animated korred statues (24): Int non; AL N; AC 5; MV 9; HD 6; hp 36 each; THAC0 15; #AT 2; Dmg 2-12/2-12; SA capture any man-sized or smaller opponent; SZ L; ML special; XP 420; new monster.

These statues were created by the korred using their *stone shape* abilities and are animated by the use of the korred's *animate rock* abilities. The statues have been instructed to capture anyone doing battle with the korred; a capture occurs on any normally successful roll to hit. Any PC with a strength of 18/76 or greater may attempt to break free by rolling less than half his strength on 1d20. Spells that do not require material or somatic components can be cast, and magical items, excluding weapons, that are already in hand can be used. In battle with the evil heroes, the statues will be commanded to kill.

Each statue can be animated for six rounds at a time by a single command from one korred. After six rounds have elapsed, a korred must spend one round reanimating and instructing the statue. However, this is an innate ability, so the korred can do other things during the same round.

Read the next paragraph to any PCs left standing in the clearing.

> The clearing is empty and silent. The korred are gone. Your companions are gone. The stone statues of the korred are scattered in random positions about the clearing. You notice amid this chaos a jarring note of symmetry. From a large boulder in the center of the clearing, spaced like spokes on a wagon wheel, are aisles of stone that run out to the circle of stone that became mud and ensnared your companions.

If any uncaptured PC searches through the nearby forest for his friends, he notices many large boulders placed 20'-30' apart that almost seem to form trails. The korred use these "trails" to travel between their lairs and the clearing by means of their *stone door* ability, effectively entering and *teleporting* from one stone to another to escape from intruders. If the PCs follow one of these "trails," roll 1d8 to see if they choose the trail that will lead to the chief's lair. If a 1 is rolled, they guessed right and arrive at the chief's lair just at the end of the "Prisoners" encounter that follows. Otherwise, these PCs must wait for the korred to contact them once the captured PCs have reached an agreement with them.

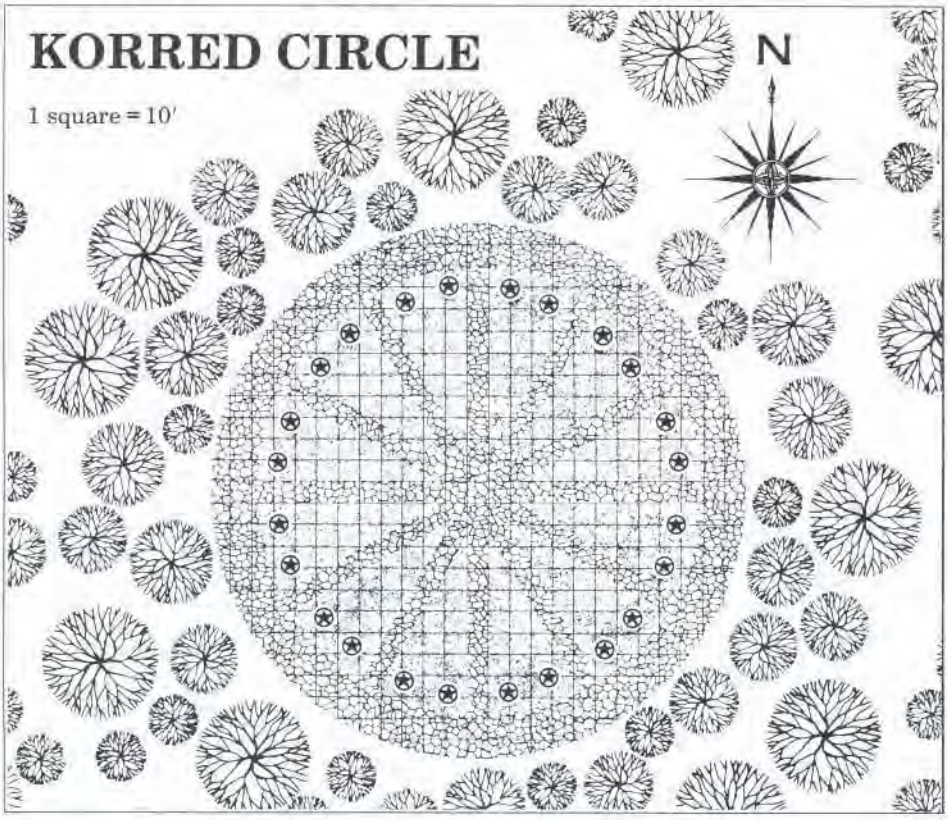
Prisoners

> The last thing you remember is dancing uncontrollably to wildly beautiful music while watching your friends sink into mud or be grabbed by huge stone statues. Then your head exploded in pain and you felt strong arms catch you as you collapsed. Now you are in semidarkness. You look around and see several of your companions laying roped and gagged like you. You hear raucous laughter approaching and see a small group of korred. They lift you all and take you to a large cavern with a huge fire pit. You are set down, and some of your party are ungagged (but only those who are not spell-casters). The largest korred speaks to you in a musical voice. "Why did you disturb our dance?" Your chance to bargain has come.

Just because they are chaotic doesn't mean the korred aren't intelligent. Their leader and his lieutenants all speak Common. If the PCs explain the situation in such a way as to make the korred realize how deadly an enemy they have made, the korred will accept the PCs' offer to help defeat Slag and his companions. The korred say they will discuss the disposition of the *pipes of doom* after the evil heroes are destroyed. Furthermore, the korred leader suggest that the dance clearing would be the best place to bait a trap for the fire giant and the others.

Late Again

If the PCs arrive at the dance circle after the evil heroes, they see the following:



Before you a small battle is raging. A fire giant is trying to pull himself free from a mud pit while two stone statues move to attack him. A gorgon is breathing on a group of korred. A fire elemental is locked in combat with more statues. A man in black throws a bead that bursts into flame, while another man in black swoops through the air to dive on a larger korred who is playing the *pipes of doom*.

Regardless of who arrives at the dance circle first, the evil heroes will follow the same general plan outlined below. After extracting all relevant information from the spy Barnabas, Pomerian caught up with his fellows and warned them of the altered situation. While Slag carried him, the lich prepared himself for battle.

Pomerian covered himself carefully with *dust of disappearance,* which gives him automatic surprise and an effective AC −4. He then cast *fly* and *levitate* on himself (the *levitate* spell is for protection in case the *fly* spell is dispelled). The lich then *enlarged* himself. Next he cast *detect invisibility, protection from good,* and *ESP* on himself. By this time the evil heroes reached the korred circle.

The lich now casts a *haste* spell on everyone in his party. Then he has Slag lead the attack, while summoning six hobgoblins with his *monster summoning I* spell and six shadows with his *summon shadow* spell. These creatures follow Slag and the others in their attack on the korred. Finally, Pomerian casts a *conjure air elemental* spell and sends the elemental to attack the korred leader or a PC spell-caster as appropriate. When the air elemental is destroyed, the lich casts *spectral hand* and *true seeing* spells, then attacks his most powerful adversary with *vampiric touch* and *burning hands* spells cast through the *spectral hand.* If the battle still rages at this time, the lich lets loose with his most powerful area-effect spells, no longer caring about his own allies. If necessary, Pomerian then uses his most powerful individual spells, such as *energy drain* and *power word stun.*

Two things to keep in mind throughout this: The lich is practically undetectable with the *dust of disappearance,* while at the same time his detection spells make him aware of all of his enemies. Finally, the lich is perfectly willing to fight to the death, as he knows that Grintharke can always make him a new body as needed.

Slag and the others spread out and enter the circle from different directions, with the exception of Lilliana who stays in the woods and casts spells until she is discovered or her spells run out. Before the evil NPCs even reach the korred circle, she casts *spell immunity* to *lightning bolt* and *fireball* spell effects. She then *levitates* herself through the treetops with very little noise or effort. As the battle starts, she *gates* in a chasme named Ylf (see the *Monster Manual II,* page 38). This chasme will obey Lilliana's orders, as it owes a service to her goddess Lolth. Lilliana casts *flame strike* once, creating a huge blaze among her foes, then casts *conjure fire elemental* and orders the elemental to attack the most powerful warrior in the party of PC heroes. She finishes after the fire elemental has been dispatched by casting her more powerful spells, such as more *flame strikes.*

The DM should not forget Lilliana's innate abilities, either. Once her combat spells are used up, she darts forward to *heal* Slag and then enters into battle with her *rod of smiting* in one hand and her globe of *continual darkness* in the other. Lilliana fights as if she had the blind fighting nonweapon proficiency due to her drow heritage.

Slag stops at the edge of the circle to throw his two boulders, then he and the gorgon charge to attack any large groups. Dammek *blinks* here and there using his ring and tosses *fireball* missiles from his necklace where they will do the most good. Dammon flits above with his *wings of flying,* looking for opportune situations for a backstab. Due to the thieves' outfits and their abilities to hide in shadows, any PC who looks for either of them must roll 55 or less on 1d100 to spot each one. Also because of this, Dammon doubles his chance to surprise and backstab any PC who has not specifically noted his whereabouts.

If a PC decides to go into the woods to find the nasty spell-caster who is harassing the party's attempts to slaughter the giant and his allies, he will have to do some searching. Each PC has a cumulative 5% chance per round to locate

Lilliana unless she casts a *charm* spell, in which case the PCs can locate her immediately. The lich is even harder to find, as he is *invisible*. In fact, it should be a few rounds before the PCs even realize that he must be present. Once they start hunting for Pomerian, the PCs have a cumulative 1% chance per round to locate him. However, once they have engaged in melee with the lich, they can maintain contact with him unless he can still *fly* or *levitate* away from a grounded opponent.

The DM should make this battle as fast-paced and chaotic as possible. Don't take time to deliberate on what spells the spell-casters will use. Make a snap decision and stick with it. Remember the special abilities of all the NPCs, especially the two thieves. Force the players to make snap decisions themselves.

Hobgoblins (6): Int ave.; AL LE; AC 5; MV 9; HD 1+1; hp 5; THAC0 19; #AT 1; Dmg by weapon type; SZ M; ML special; XP 35; MC.

Shadows (6): Int low; AL CE; AC 7; MV 12; HD 3+3; hp 16; THAC0 17; #AT 1; Dmg 2-5 + special; SA strength drain; SD +1 or better weapon to hit; SZ M; ML special; XP 650; MC.

Air elemental: Int low; AL N; AC 2; MV Fl 36 (A); HD 8; hp 40; #AT 1; Dmg 2-20; SA bonuses in aerial combat, whirlwind form; SD +2 or better weapon to hit; SZ L; ML 15; XP 3,000.

Chasme: Int average; AL CE; AC −1; MV 6, fly 21 (D); HD 7+2; hp 45; THAC0 13; #AT 3; Dmg 2-8/2-8/1-4; SA *fear* touch, *sleep* buzz, *gate* another chasme (15% success); SD infravision, *darkness* (5' radius), *teleport without error, detect good, detect invisible, telekinese* (150 lbs.) at will once per round; half damage from fire, cold, electricity, and gas; immune to poison; MR 40%; SZ M; ML 16; XP 8,000; MM2/38.

Fire elemental: Int low; AL N; AC 2; MV 12; HD 8; hp 40; #AT 1; Dmg 3-24; SA burn objects; SD +2 or better weapon to hit; SZ L; ML 15; XP 2,000.

The End . . . Twice?

If the PC heroes win this battle, the korred can easily be convinced to give up the *pipes of doom*. The leader will also give the adventurers a reward of his own. The chieftain at one time acquired one of the famed *harps of Myth Drannor*. This instrument, called *Azlaer's harp*, is described in detail in FR4 *The Magister*. It will soothe rage and drive away fear, hopelessness, and despair, whether natural or magical. The range is 8. It also temporarily blocks all *charms* while it is played. The strings glow with a blue light when they are being played. The korred have no use for this item, as it dampens the fervor of their chaotic dance.

When the PC heroes return to their armies, it is near daybreak and time to prepare for the final battle. If the PCs have been victorious in the forest, they must still return and help the Loudwater forces defeat the forces of evil. The Loudwater forces will be reinforced by a unit of light cavalry from Waterdeep. This unit was sent by the lords of Waterdeep because they want to halt this evil menace now, not when it has come to the gates of their own city.

A further aid to the Loudwater force is the weather. The day dawns bright and sunny, so the orcs and drow will delay the battle until evening. Nanathlor allows his forces to rest, especially the PCs, who will also be able to regain spells. Nanathlor makes provisions for torchbearers so his forces will not be at a disadvantage in the dark.

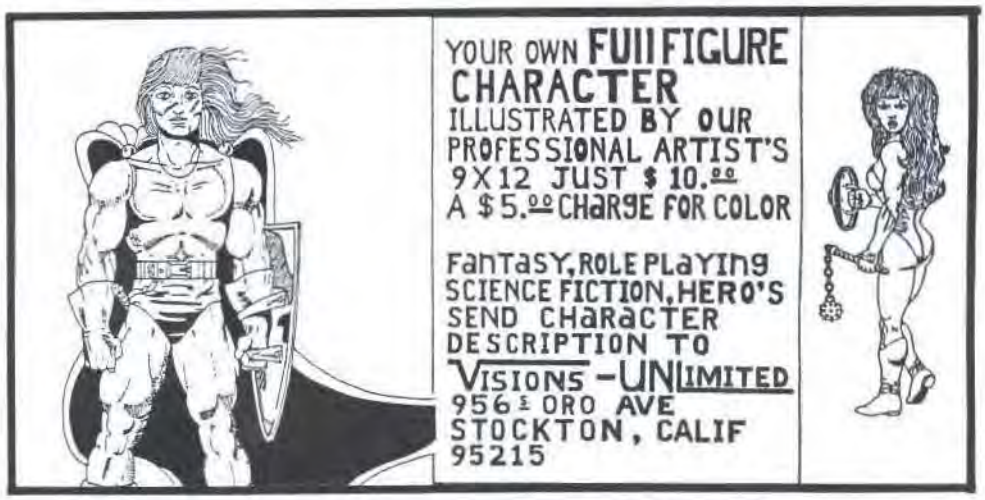
The PCs will not be able to make use of the *pipes of doom;* there is not enough time for its workings to be divined. Furthermore, see the sidebar description of the item for the effects on any nonevil, non-bard character who attempts to use the pipes.

If the PCs are defeated in the forest, the lich returns with the *pipes of doom* and summons another batch of dark and foreboding clouds. Meanwhile, Nanathlor orders the evacuation of all civilians from Loudwater and orders his forces to fall back across the river and destroy the bridge, if they have not already done so. The forces of good fight a holding battle on the walls of the city until evacuation is complete. The unit from Waterdeep is greeted with the sight of a battle mostly lost. They join Nanathlor in his valiant defense of the fleeing innocents, but it is unlikely that the forces of Loudwater and their allies will be able to save the city itself.

Further Adventures

Once things have returned to normal and all the surviving PCs have recovered, there are still things that need to be done. The destruction of the *pipes of doom* would make an interesting adventure for the DM to create and run. The PC heroes might be asked to assist in an attempt to conquer Hellgate Keep, as an elite strike force to invade and distract Grintharke while the forces of good gather their armies, or as leaders of those same armies in another BATTLESYSTEM adventure. The DM should detail the statistics and powers of Grintharke as per the notes on him in FR5 *The Savage Frontier*, page 8.

Exploration of the South Woods and a rematch with an angry Chloris may give the PCs a chance to loot the green dragon's horde. Another option sends the party of heroes into the realms of Deepearth and the treacherous city of Menzoberranzan. FR5 has a number of other adventuring possibilities in this area, any of which may be connected with this scenario. Ω



MAN

A rest stop that's anything but

BY ALLEN VARNEY

For this D&D® game mini-scenario, you need the Basic, Expert, and Companion rules sets. It works best for 3-6 player characters of levels 4-6. This lighthearted, low-threat encounter can fill out a play session or lend color to an overland journey. Though set on the border between Glantri and the Broken Lands in the D&D Known World, it fits easily into any campaign.

For the Dungeon Master

Manden's Meathooks, a small band of 20 brigands (*Expert Rulebook*, page 53), scrounges a precarious existence preying on goblins and human travelers at the edges of the Broken Lands. Statistics for the brigands appear in the sidebar on the opposite page.

Recently, Jask Manden and his fellow lowlifes happened to waylay a small band of low-level adventurers. The brigands killed the party and stole their loot, then saw an opportunity in one of their new treasures: a *hurricane lamp (Dungeon Masters Companion,* page 53). For the last several days, they have worked an ambush at rest stops along the Wizards' Road between Glantri City and the Broken Lands. One evening, the PCs run afoul of that ambush.

Surprise and Theft

The PCs are traveling overland. As evening draws on, they encounter a stone shelter in a clearing beside the road, an ordinary rest stop like many others on the frontiers of Glantri. The ground around the shelter is barren and choppy, suggesting heavy traffic, but now the shelter is vacant.

Try to avoid rousing the players' suspicions about the shelter. Describe it as a typical campsite, and stop there. Let the PCs make camp. Then, as night falls, casually mention that there are two shuttered lamps, neither lighted, on pillars in front of the shelter, one lamp to either side.

Presumably the PCs light the lamps. (If they don't, see "Troubleshooting.") The first one they light is an ordinary lamp. The second is the brigands' *hurricane lamp.* Its assault should take the PCs by surprise: Sudden gusts blow out the other lamp and the PCs' campfire, jets of water sting like needles, and a whirlwind of elemental proportions throws everyone within 30' to the ground. Squinting against sheets of dust and mud, the heroes realize why the dirt here looks so barren and choppy!

Optional hurricane effects: In addition to those listed in the Companion rules, the PCs may also experience the following effects. Even those who successfully Save vs. Spells are dizzy and partly deafened by the lamp's wind. Reduce THAC0 and Dexterity checks by 4 for three rounds.

On each of the three rounds after the hurricane ends, each character's Dexterity is reduced by 4. Also, characters who want to act that round must make a successful Dexterity check (that is, roll their adjusted Dexterity scores or less on 1d20). Failure means the victims fall down and can do nothing that round.

The Theft

Three brigands wait in the bushes a hundred yards from the rest stop. When they hear the hurricane, they rush to the clearing's edge and crouch low until the wind stops. Then, while the victims are disoriented as described above, the brigands scoop up whatever supplies they can find in the darkness, along with the *hurricane lamp.* They make a lot of noise, kick a few downed PCs in the ribs, then run for it, laughing.

Each brigand, a 1st-level fighter,

DEN'S MEATHOOKS

wears leather armor and carries a short sword, a short bow, a quiver of 16 arrows, and a shield. Each also carries a small iron hook, the emblem of their company (1 hp damage). They fight when cornered but prefer to run from superior opposition. The brigands lead pursuers through the forest into an ambush.

Troubleshooting: If the PCs don't open the lamps, the brigands have a second plan of (for them) remarkable subtlety. One unarmed brigand ventures out from the woods, calling, "Hey there! I think I left somethin' hidden in that shelter? Mind if I check?" The thug develops this idea as necessary to either get near the shelter and open the lamp, or fool the PCs into doing it for him. If this fails, the brigand turns and runs, hoping to lure the PCs into the ambush below.

Pursuit into Ambush

In the trees, under excellent cover, wait the Meathook brigands: two 1st-level fighters for each PC, plus the three that the PCs are following and one 2nd-level lieutenant named Tobias. The hidden brigands attack from surprise, using short bows. Because of their concealment, treat them as AC 2. Spell-casters must succeed in an Intelligence check to spot targets for their magic.

Tobias is a warty lout with bad breath and a worse attitude, but he's not dumb. When he sees that the PCs will handily defeat the brigands, he orders a retreat: "Hey, you guys! These bums is too tough! Rabbit hutch!"

At this code signal, the brigands flee in all directions, to rendezvous later at their encampment (see below). PCs who follow them can spend half an hour in pursuit before their quarry leads them to the next encounter, or impatient PCs can run one thug down and coerce him to lead the party there at once.

If the PCs *don't* handily defeat the brigands, the vicious thugs soon abandon their short bows and engage the PCs hand to hand, fighting to subdue. They loot fallen PCs but leave them alive—so the brigands can rob them again later.

Wrapping It Up

By interrogating the brigands or following them by stealth, the PCs should find their way to the small Meathook encampment, a few miles away in a dry gorge clumsily concealed with dead foliage. Here a family of giant weasels once hollowed out a lair in the side of the gorge. Adventurers long ago sought out and slaughtered the weasels, leaving the cavernous tunnel unoccupied until Jask Manden arrived.

Manden, a vain and insecure man, is currently hiding out in the cave due to a mishap with another of the treasures his band recently found. Manden tried a creamy salve on his body, only to discover that it turned him bright orange all over! (It was an *ointment of tanning;* see the *Dungeon Masters Companion,* page 54.) To avoid public ridicule, he intends to remain in the weasel lair a month or more. He's been drinking heavily; being orange will do that to a man.

There are 20 brigands in the encampment, plus any who escaped the PCs after their ambush. Horses equal in number to the original number of bandits are tied to posts and tree branches in the area. When they spot the PCs, half of the bandits charge at once with short bows or short swords, while the others scramble onto their horses to attack with broad swords. All fight at first to subdue, then (as the PCs mop them up) to kill, and finally just to get out alive. Manden shouts drunken orders from the lair, but he soon retreats via a rear exit tunnel some distance away. His horse waits there. If he can get a five-round lead on the PCs, or get a quarter mile ahead, he loses any pursuit.

A well-dressed snob, Manden wears one item that clashes with his outfit: a *ring of life protection (Dungeon Masters Companion,* page 52) with four charges. When fleeing, he carries a small strongbox with 21 gp, 150 sp, and three inferior, yellowish pearls worth perhaps 200 gp apiece. The *ointment of tanning* is used up, though its attractive walnut box might bring 10 gp.

All told, the brigand's treasure is hardly worth the trouble, right? Manden's real stash is well-buried half a mile down the gorge (Treasure Type A; determine its contents, if necessary, using the standard charts). Only he and his lieutenant, Tobias, know where the treasure is buried. However, an *ESP* spell or other magic can't get the location from Manden right now; he's too drunk to remember! It takes him 12 hours to sober up.

Manden's Meatbooks

Brigands (20-35): AC 6 (7 for bowmen not using shields); F1; 5 hp; #AT 1; Dmg by weapon type; MV 120'(40'); Save F1; ML 8; AL C; XP 10; leather armor, shield, iron hook; each has either a short sword and a short bow with 16 arrows (50%) or a broad sword (50%).

Too slovenly for the Glantrian army, too cowardly for the Broken Lands, these brawny, unwashed men prowl the borders between the two lands looking for rich people to rob and poor folk to beat up. They crave the illusion of power and superiority that Manden gives them.

Riding horses (one per brigand): AC 7; HD 2; hp 9 each; #AT 2 hooves; Dmg 1-4/1-4; MV 240'/80'; Save F1; ML 7; AL N; XP 20; ER/51 (horse); each has normal tack and 1-2 empty sacks tied to the back of the saddle.

Jask Manden: AC 3; F4; 18 hp; #AT 1; Dmg by weapon type; MV 120'(40'); Save F4; ML 9; AL C; XP 75; plate mail, broad sword, two daggers, *ring of life protection.* Reduce Manden's to-hit chances by 3 for the duration of his drunkenness.

While working as a plowboy, Jask Manden dreamed of joining the elite of Glantrian society. While working as a stableboy (after a petty theft got him fired from plowing), Manden decided that good clothes and classy speech were the keys to prosperity. While in the Glantrian army (he enlisted after the stable fired him for

Continued on page 69

SLEEPLESS

BY MICHAEL SHEL

How many times can a wizard sell his soul?

Artwork by Terry Pavlat

Michael has a B.A. in psychology and has been involved in counseling for the past four and a half years. He is originally from Detroit but has lived in southern Illinois, Atlanta, and now Louisville. Michael would like to credit his friend Tom McNeil for brainstorming and troubleshooting help with this adventure, which took over three years to put together.

"Sleepless" is an AD&D® adventure for 4-7 good-aligned characters of levels 9-12 (about 55 total levels). A broad range of character classes is required to meet the challenges that lie within, though spell ability is especially important.

The action takes place in the odd castle-keep of Draskilion the Arch-Mage. The castle-keep should be placed in a thinly inhabited hilly region of the DM's campaign world. The adventure should occur as the party journeys from one point to another, perhaps seeking employment or information in some distant city. Place names and locations may be easily changed to fit any particular campaign world.

While this adventure in general follows AD&D 2nd Edition rules, the DM may find it helpful to have access to the 1st edition *Dungeon Masters Guide, Players Handbook,* and *Monster Manual II.* The wizard spell *run* herein comes from *Unearthed Arcana.*

Adventure Background

Draskilion the Arch-Mage had dreams. Big dreams. And though he had achieved great power in his long study of sorcery, he had been unable to convert more than a few eccentric types to his strange philosophy. He had also experienced numerous setbacks, the most prominent of which occurred 12 years ago: Due to less-than-flattering propaganda spread by shortsighted colleagues who raised petty questions regarding the "moral repercussions" of his arcane researches, he was forced to flee his native land in the distant east. Yes, he had run from that ugly mob of ignorant peasants gripping scythes and pitchforks and calling out hungrily for his blood. The fools! Draskilion and his few devoted servants and apprentices were successful in evading the determined patrols, surviving to build a small keep atop a remote, desolate hill

far to the west. Here his evil reputation was not yet known, and this enabled him to carry on his forbidden studies free from the scrutiny of myopic priests and magicians, along with their silly ethical considerations.

However, Draskilion did not feel entirely secure. After much meditation, he decided that he would search for a plane where he would have fewer worries about outside interference. The task would be a monumental one, for after finding a suitable place he would have to construct a portal between the planes and have sufficient strength to gain a foothold in this new place. Its current denizens might be less than cooperative with foreigners emigrating to their world. And finally, he would have to mold the place to his use.

Soon enough, Draskilion found that even his great wealth and considerable abilities were not adequate to complete so colossal a task. Thus, he sought aid from several beings mightier than he. These malignant powers were more than willing to offer their assistance, but their services would cost Draskilion dearly in ways most mortals wouldn't consider wise—or even sane. But after so many setbacks and disappointments, he was finally making significant progress toward his goals, and only the simple minded fretted over such things.

Unfortunately for the learned Draskilion, all things must come to an end. Perhaps he had become reckless, impatient, or simply fatigued. For as he summoned further aid, performing the staggeringly complex "Unspeakable Incantation of the Jezulein," the mage made a minor error in the 138th gesticulation, wiggling the ring finger on his right hand rather than the pinky on his left. Pity. As a result, his entire body was enveloped by a million tiny green and black tongues of hungry, licking fire. In a matter of seconds his material form was consumed, and the career of Draskilion the Arch-Mage came to an abrupt, if fitting, end.

It is at this fateful moment that the party happens by Draskilion's little castle, traveling on an ill-kept back road nearby. Night is quickly falling, and unpleasant weather approaches from the north. The eerie flash from the arch-mage's grisly demise, his swiftly stifled cries of agony, and the sight of a man's body dangling from a tower window should serve as sufficient bait to lure the party toward the wizard's keep. However, they are walking into a dreadful mess.

Draskilion was aware that just such an accident might befall him, and he wisely took certain precautions. First, he modified an *amulet of life protection.* Hidden in one of the castle chambers, the device could absorb his life force (regardless of the wizard's location on the Prime Material plane) in the event of his body's destruction. All he now requires is some dupe to don the amulet and thereby allow Draskilion to take control of a new body. (See sidebar for a description of Draskilion's *amulet of life.)*

At this point, only five other people know about the amulet: two of Draskilion's apprentices (cowardly Miro, who hides in the library, and Cabet, who is off conducting business for his master elsewhere); and three servants (twin brothers Fadimon, the major-domo, and Coeulmon, the wizard's chief spy and assassin; and Macro the guard). These individuals do not know the amulet's specific location, though they are aware that it is secreted somewhere in the castle, and all (with the exception of Miro) wish to see their master made whole again.

When the party approaches the castle, Fadimon, knowing the dangers of searching the upper chambers of the keep, concocts a story to encourage the party to find the amulet for him.

At the same time, further complications brew. Remember those "costly services" the wizard engaged from certain powerful beings? Well, the majority of these contracts were payable upon his

Draskilion's *Amulet of Life*

Though only one of these devices is known to exist, it stands to reason that others may be created if its secrets are discovered. Originally an *amulet of life protection,* this powerful item functions as follows:

After construction of the amulet is completed, the first living creature with a soul who touches the item is then attuned to it. When this being's body is destroyed, the soul is immediately absorbed into the amulet. The being whose soul is contained therein is fully cognizant of what is going on in his/her/its environment. The occupant must then wait for the amulet to be placed about the neck of another creature. At this point, the occupant may attempt to invade and control this new body.

There is a base 25% chance of a successful possession. For every point of intelligence above or below that of the intended host, 10% is added or subtracted from the chance. For every point of wisdom above or below that of the intended host, 8% is added or subtracted from the chance. For example, if the occupant's statistics are I 17 and W 16 and the victim's are I 13 and W 15, the chance for successful possession is 73% (base chance of 25% plus 40% for superior intelligence plus 8% for superior wisdom = 73%). This struggle for control is totally internal and has no outward signs, nor is the victim alerted. After an unsuccessful possession attempt, the victim will feel suddenly fatigued. Attempts can be made to possess the body every six turns.

As soon as possession is successful, the possessor is in full control of the body and possesses all the host's abilities (e.g., spells, combat skills, etc.). The host's soul is transferred into the amulet. Strength, dexterity, constitution, and charisma are that of the victim, but intelligence and wisdom are that of the possessor. If the possessor continues to wear the amulet, the victim may try to regain possession of the body with a base 25% chance plus or minus modifiers for intelligence and wisdom.

This particular amulet is ensorcelled with a powerful *suggestion* spell, so that anyone touching the thing must save vs. spells at −5 to keep from putting the device about his neck. Such a save is required for every round a person is in contact with the amulet.

When in control of a body, Draskilion removes the amulet (to prevent the host from attempting to reinhabit his own body) but under no circumstances relinquishes it. If the party believes the false story of the day's events given by Fadimon, the arch-mage's gnomish major-domo (see "For the Player Characters"), Draskilion reports that the arch-mage is communicating to him through the amulet and that the foes they seek lie in the cellars. If they no longer believe the false tale, then Draskilion reports that the amulet is a guide to the arch-mage's treasure vault. At any rate, the evil wizard will attempt to lead the party down to the specially prepared body (area 16C), where he will switch places and try to destroy the lot of them. If the truth of the situation is discovered, he will rush to the crypt without the PCs and, when restored, will hunt them down.

death and involved the surrendering of his soul. News of Draskilion's material destruction quickly reached the notice of these various beings, but his immortal essence failed to show up to make good his promises.

Suffice it to say that there are now several powerfully evil beings who are very disappointed with Draskilion. In the next several hours, the castle residents can expect to meet representatives from the Accounts Receivable departments of these perturbed entities. Obviously, no one at the arch-mage's keep will be getting much sleep this night.

For the Dungeon Master

Draskilion the Arch-Mage built this keep some 12 years ago, after fleeing justice in his distant eastern homeland. During the past several months, he and his servants, apprentices, and supernatural associates have been working on the construction of a gateway to a small demiplane where he has secured some choice real estate. It is there that Draskilion hopes to carry on his research and expansion of power, uninhibited by the strictures of the Prime Material plane and its inhabitants.

As news of the wizard's "death" spreads through the castle like a fire, chaos descends. Draskilion's leadership was the force that held this diverse community together, and just as suddenly as he is gone, many of these individuals fall into their own courses of action. And soon to arrive are representatives of the beings whose aid the mage received, seeking an explanation for the delay in payment. When they discover that they have been double-crossed by the wizard, there will be serious repercussions.

Standard Castle Features

The keep is made of a strange pale gray stone and is covered by a thick, snaky blanket of ivy. It is composed of two towers, each 60′ square, six stories high, and crowned by rooftop battlements. The towers are connected at all levels by a building 40′ wide and 50′ long. The first three stories are devoid of windows; windows on all other floors are gothic in style, 3′ wide at the base and coming to a point 7′ above. They are all sorcerously treated so that no matter but breathable, nonsentient air may enter and only nonliving (not unliving) matter may exit. This is also true for the openings in the courtyard and the balconies. Beautiful stained glass panes of greens, reds, and blues are set in each window except as noted. If a window is opened, a person outside the keep looking in will see only a muddy blur. Vision from inside the castle, however, is unobstructed. The walls are 5′ thick all around the structure and lack arrow slits.

Anyone familiar with architecture will be astounded that the thing hasn't collapsed, as there are no buttresses or pilasters to support the high walls. It is obvious that the place was built and is maintained by magic. The walls of the keep are reinforced by strong antimagicks so that they may not be penetrated by sorcerous means (such as *teleport, passwall,* or *stone shape)* from either inside or out. Similarly, any attempts to use *gate* or any type of creature-summoning spell while inside the castle (with the exception of room 50, the summoning chamber, where all such spells function normally) will meet with failure, the spell being wasted. Only a *wish* can overcome these strictures. (A *wish* will allow no more than 18 HD/levels of beings to pass through the walls.) All other magical effects within the keep can be dispelled as against a 23rd-level caster unless otherwise noted.

All doors within are made of sturdy oak bound with iron, 8′ tall and 4′ wide. Hallways are about 9½′ high and of differing width. All rooms are also 9½′ high and are illuminated by *continual light* spells cast on protruding squares of stone in the ceilings. These lights may be turned on and off by use of the command word "favorite." Consider a light to be off unless the room is occupied or it is otherwise noted.

The black iron spiral staircases leading up through the castle all have trapdoors between levels. The trapdoors leading to the restricted levels (floor four and above) are locked and can be unlocked only by use of a magical key. Those striking the doors with weapons feel as though they are hammering away at iron. All spells prove ineffective except *disintegrate* (which will obliterate a portal), *wish,* or *dispel magic* (against a 23rd-level caster). The main entry door is of the same nature.

Behind the castle is a wooden stable that houses 10 horses and appropriate equipment for these beasts. Parked behind this stable is an elegant covered carriage that requires a team of four horses. The carriage is luxuriously outfitted and comfortably seats four humans inside, with a padded bench on top in the front for the coachman.

There are many items of worth in the castle. However, rather than catalog and give the gold-piece value of every single bit of furniture, art work, silverware, lab equipment, and book, the DM should design the treasure should the party wish to clean out the entire domicile. This will be an enormous task and involve a great deal of time and work. It should not be made easy. There may even be some interference by those listed under "Unearthly Visitors," perhaps former castle residents (namely the apprentices), or others of the DM's creation.

When speaking of apprentices, one usually refers to persons of little real magical ability who act as lab assistants to a sorcerer in hopes of learning the tricks of the trade. In this adventure, however, Draskilion's apprentices are magicians of considerable skill. As the arch-mage is an unnaturally powerful wizard, the apprentice wizards are willing to take on this subordinate position in order to grow more powerful themselves. All possess magical keys that function normally unless otherwise noted.

Each apprentices' spell book contains all the spells memorized by that particular wizard. Additional contents, if any, should be determined by the DM.

NPC Encounters in the Castle

The party will encounter several NPCs while exploring the castle. Rather than draw up a complicated layout of each NPC's whereabouts from turn to turn (this would be nothing but sheer tedium for the DM), a "wandering monster"-type table has been provided (see sidebar). Incidental encounters with castle personalities take place on a 1 on 1d8 (check every turn). See each NPC's keyed encounter to get an idea of his traits and likely actions. Treat rolls for NPCs previously encountered and slain, driven off, or otherwise incapacitated as no encounter. Do not roll for random encounters on the crypt/cellar level. The DM should use common sense if it seems that an encounter would be unlikely.

Unearthly Visitors

Though there are numerous beings with whom Draskilion has drawn up contracts and agreements, there are but four who will respond with speed. However, the DM has the option to use creativity in developing other creatures to

collect debts. If a being's first collection attempt proves unsuccessful, it is up to the DM to come up with that creature's next likely response, though it will not be immediate.

Collection agents A and B approach the castle via the front doors, most likely being greeted by Fadimon. The major-domo will tell them that, earlier in the evening, a nasty group of ruffians (describing the party) broke into the keep, slew the arch-mage, and are now ransacking the place. The agents will then set out to find these intruders. Agents C and D have other means of entry, though they will doubtless be fed the same story if they run into the deceitful Fadimon.

A. Minions of Chalol (arrive 9th game turn): For much assistance in his researches and a number of forbidden secrets, Draskilion signed over his soul to the powerful alien wizard Chalol. Upon discovering that Draskilion's body had been destroyed but that his soul had not turned up, Chalol could hardly be described as pleased.

Deciding to act initially with restraint, this unearthly sorcerer has sent Gundun and Tougal, two minor officers from the demiplane over which he rules. Should Fadimon be unable to answer their knock (due to his death or incapacitation), they use a *ring of wishes* and arrive in the entry chamber (area 1). The envoys then set out to search the castle, running into the party in 2-4 turns.

When they meet the party, Chalol's minions present the contract (on leathery black parchment with glowing red letters) and demand the arch-mage's soul. They are naturally distrustful and treacherous. If forced to do so, they will fight to the death, as Chalol does not reward failure kindly.

Gundun and **Tougal** (two extraordinary minotaurs): Int exceptional; AL CE; AC 6 (2 with the armor they wear); MV 18; HD 8+10; hp 50, 46; THAC0 11; #AT 1; Dmg 2-8 or 1-4 or by weapon type; SA breath weapons (Gundun: save or be paralyzed for 7-10 rounds; Tougal: save or be turned to stone; both can use this attack form three times per day in a cone-shaped cloud 10' long and 5' wide at the end); once per day each may cause *darkness 10' radius, fly, levitate,* or use *suggestion* (all as a 10th-level wizard); *telekinese* 2,000 gp weight; SD save as 10th-level clerics; *detect magic* at will; *gate* in 2-4 normal minotaurs once per day, 30% chance—note effect of location in the castle when attempting to use this power; hit only by magical weapons; take half damage from cold, fire, electricity, and gas; S 18/80 (+2 to hit, +4 to damage), I 17, other statistics unremarkable; MR 20%; SZ L; ML 20; XP 9,000 each; MC (greatly modified). The minotaurs wear *splint mail +2* and wield huge *battle axes +2* that do 2-8/2-12 hp damage plus strength and magic bonuses. Gundun also wears a *ring of wishes* with one *wish* remaining; he will use this to return himself and his companion to full fighting strength if he is near death. Should the minotaurs be killed, their bodies and all belongings instantly return to their home demiplane.

B. Minions of Quioskala (arrive 14th game turn): Quioskala, a powerful lich, lives in an underground complex about 70 miles to the northeast. She and Draskilion have been exchanging certain damnable tomes and codices from their sorcerous libraries (one of which contained "The Unspeakable Incantation of the Jezulein"). The lich has been attempting to contact the arch-mage for the past hour via one of the mirrors in the divination chamber (area 44) and has received no answer.

Suspecting that Draskilion has planned some betrayal or has run into some trouble, Quioskala (using a unique personal spell) *teleports* a gang of servants to retrieve some books she recently lent the wizard. Her gruesome crew (composed of Ulgardi, a 9th-level wizard acting as leader, and several undead creatures including a spectre) approaches the keep much as did Gundun

Incidental Encounters with Castle Denizens

Roll (1d20)	NPC	Chance of fleeing	Chance of parlaying	Chance of being driven off	Keyed encounter
1	Alaeda[1]	85%	95%	100%	3
2-3	Bueli	45%	85%	85%	46
4	Coeulmon[1]	35%	15%	10%[2]	26
5	Eleni[1]	60%	98%	100%	27B
6	Fadimon[1]	0%[3]	100%[3]	5%[2]	Start
7-8	Gallio[1]	25%	5%	15%	53
9	Jake[1]	60%	85%	95%	53
10	Junius	50%	90%	75%	20A
11-12	Lebaddin	50%	40%	30%	22
13	Maego[1]	75%	75%	100%	27B
14-15	Max[1]	40%	30%	25%	53
16	Pandarus	20%	5%	80%	33
17-18	Tipia	50%	70%	20%	44
19	Yae Jura	30%	100%[4]	85%	33
20	Zubo[1]	30%	50%	40%	2

1. Treat as no encounter if party is above the third floor, as servants are forbidden (for good reason) to enter the upper levels and will not take the risk.
2. Will not be driven off unless brother (Fadimon/Coeulmon) is dead.
3. Chance of fleeing is 20% and parlaying 40% if the party has discovered that Fadimon has lied to them.
4. Parlaying will take place in some *polymorphed* form.

Chance of fleeing indicates the likelihood an NPC will try to escape to his keyed encounter area rather than face the party directly.

Chance of being driven off indicates the likelihood that the NPC will attempt to gather up personal belongings and leave the castle (if it is within his power to do so) if reduced to one-quarter normal hit points.

Chance of parlaying indicates the likelihood an NPC will talk rather than engage in combat with the party if he does not flee. Some NPCs will offer assistance, some will attempt to mislead or deceive, some will surrender or try to strike a bargain. In handling the NPCs, much is left to the DM's discretion to determine what would be most appropriate and interesting for each individual scenario.

Note that each NPC carries on his person the key(s) that unlock his belongings and room.

and Tougal. Fadimon gives them the same story he gave the minotaurs, adding that the party also stole Quioskala's books.

While the other minions wait in the first-floor lounge area, the spectre is sent forth to search for the party, finding them in 1-3 turns. It then returns to its cohorts, and they mount an assault. If the party somehow prevents the spectre from returning to his gang, the rest set out looking for him and find the party within two turns.

If no one answers the front door when this gang arrives, the spectre ascends to the rooftop and threatens Macro in order to get one of the magical keys that unlock the castle doors.

Incidentally, all of Quioskala's borrowed tomes were with Draskilion in the summoning chamber and were completely destroyed when he had his little accident. Quioskala will be less than happy with this development.

Ulgardi: AL NE; AC 4; MV 12; W9; hp 27; THAC0 18; #AT 1; Dmg by spell or weapon type; S 8, D 17, C 12, I 15, W 11, Ch 7; ML 16; XP 3,000; *cloak of protection +3, wand of steam and vapor* (three charges remaining; command word "tegra"), *dagger +2*, scroll of *Bigby's interposing hand*. Spells: *magic missile, phantasmal force, run, shocking grasp, mirror image, stinking cloud, web, fireball* (×2), *protection from normal missiles, fire shield, shout, teleport).*

Mummies: Int low; AL LE; AC 3; MV 6; HD 6+3; hp 35, 29; THAC0 13; #AT 1; Dmg 1-12; SA fear, paralyzation, disease; SD +1 or better weapon to hit, some spell immunity; SZ M; ML 15; XP 3,000; MC.

Spectre: Int high; AL LE; AC 2; MV 15, fly 30 (B); HD 7+3; hp 27; THAC0 13; #AT 1; Dmg 1-8; SA energy drain; SD as mummy; MR special; SZ M; ML 15; XP 3,000; MC.

Zombies: Int non; AL N; AC 8; MV 6; HD 2; hp 10 each; THAC0 19; #AT 1; Dmg 1-8; MR special; SD some spell immunity; SZ M; ML special; XP 65 each; MC.

C. Minions of Unguliustûk (arrive 19th game turn): This evil earth archelemental, a peer of Ogremoch, has been instrumental in finding an appropriate plane to suit Draskilion's needs and has helped with initial construction of the planar gateway. In exchange, Draskilion has promised his own services upon death. Unguliustûk sends some servants to retrieve the archmage's soul and bring it to his realm on the plane of elemental Earth to answer a few pressing questions.

Rather than knock on the front doors, this group passes through the earth, surfaces in the cellar storage chamber (area 12), and moves upward through the library. Doubtless Fadimon (if he is still alive and about) will feed them the same story he fed to groups A and B. Unguliustûk's minions find the PCs in 1-3 turns.

This party is led by a renegade dao named Maspero. He is accompanied by two chaggrin grues and an earth (black) bear. Maspero holds something that appears to be a rough piece of slate. This is the contract between Draskilion and Unguliustûk, and it will be drawn to the location of Draskilion's soul if the amulet has been removed from its hiding place.

Maspero (dao): Int very; AL NE; AC 3; MV 9, fly 15 (B); HD 8+3; hp 39; THAC0 11; #AT 1; Dmg 3-18; SA spell use; SD immune to earth-affecting spells; SZ L; ML 15; XP 4,000; MC.

Grues (chaggrin) (2): Int low; AL NE; AC 4; MV 12, burrow 3; HD 5+5; hp 31, 24; THAC0 15; #AT 2; Dmg 3-6/3-6 (touch causes 1-4); SA clinging; SD +1 or better weapon to hit, immune to (and dispels) earth-based spells; SZ S; ML 13; XP 975; MM2/72.

Earth bear: Int semi; AL N; AC 5; MV 12; HD 3+3; hp 22; THAC0 17; #AT 3; Dmg 1-3/1-3/1-6; SA hug for 2-8 hp damage; SD immune to earth-affecting spells; SZ M; ML 8; XP 270; MC (bear, black).

D. Siragle (arrives 26th game turn): This dangerous Abyssal denizen has been growing in power and influence for the past few centuries. He now holds sway over the 493rd layer of the Abyss, a small, loathsome place with few inhabitants or resources. Thus, the contract he drew up with Draskilion is of considerable importance to him, and he has decided to deal with the matter personally (see the sidebar for his full statistics and abilities).

Siragle's agreement is for Draskilion's soul and services. When he discovers that other beings have also been promised the wizard's soul, he will not be pleased. However, as he has learned to be flexible, Siragle will be happy to claim the souls of two or three less-willing persons, "who should have kept their noses out of this business anyway." Siragle enters the castle from the roof (while the soldiers atop the keep (area 53) cower in their barracks) and waits for the party on this top floor.

For the Player Characters

The following boxed text is the only information the PCs should receive as they venture toward the castle. If you need to adjust some of the text to fit your own campaign, feel free to do so, but do not add specific information about the adventure. Read or paraphrase the following to the party as the game begins:

> Obviously you've made a mistake. At the advice of a spice merchant whom you met at Tzenke's Tavern, you have taken a detour from the main highway in order to avoid an exorbitant toll booth.
>
> "No better than cutpurses!" the merchant had shouted, slamming his mug of ale on the dark oak table. "Best take another route."
>
> So you had.
>
> The lot of you are frustrated, as this supposed "shortcut" has already cost you 10 times the journey the merchant claimed it would. The terrain is dull. Ragged hills with dozens of anemic trees clinging half-heartedly to the earth surround the ill-kept path. As the sun sets imperceptibly behind the pall of clouds blanketing the weary sky, a hungry autumn wind blows down from the north. With it comes the unmistakable scent of an approaching thunderstorm. No suitable campsite has been found.
>
> But as the conversation begins to degenerate into petty bickering, a sudden, violent flash of greenish light erupts across the path. It is quickly followed by a horrid, blood-curdling scream that penetrates even the howling of the wind. Looking about for its source, you spot a small castle crowning a hill east of the road. Through the meager spread of trees you see sickly green light pouring forth from a pair of high tower windows, along with a strange, multicolored smoke, twisting in a bizarre, unnatural corkscrew into the evening sky, oblivious to the wailing winds.
>
> It is then that you spy a cloaked figure hanging precariously from the ledge of a tall gothic window and

swaying back and forth like the pendulum of a clock. If you respond quickly, you may be able to save this man and whoever else is in distress in this isolated keep!

As the party trudges up the steep hill, they lose sight of the man (Ruiz, one of Draskilion's apprentices) hanging from the window. In reality, Ruiz was instantly killed by the same powers that destroyed his master. Ruiz's body (note that only nonliving matter may pass through the windows) was flung out of the opening. His long cloak caught on a protrusion, giving the appearance (at least when viewed from the hillside path) that he is clinging to the ledge. Soon after the party sets forth from the road, the cloak tears and Ruiz's corpse plummets to the earth. The approaching party is greeted by the following sight:

As you break through the sparse trees and reach the crest of the hill, you see the castle before you. All eyes fall upon the black heap lying at the base of the east tower. The man you saw holding on has obviously fallen to his death, his lifeless eyes staring blankly at the darkening sky, a thin river of blood trickling from the corner of his mouth. His face is a homely one, his head is crowned with a furious mop of sandy blond hair, and his black cloak is bloody and torn. If only you had arrived sooner!

A search of the body uncovers a wooden wand (snapped in two), a torn scroll (useless), a 50-gp garnet, 6 gp, and a *ring of protection +1*. The DM should watch the player's actions closely at this time. Characters of good alignment should insist on seeing to the man's burial, or at least notify the denizens in the keep of the man's unfortunate fate. If the party seems reluctant to approach the castle, the DM may wish to nudge them with this information. (Ruiz's soul was totally destroyed in the accident. Therefore, spells such as *speak with dead, raise dead,* or the like will meet with failure.)

The strange smoke and green light continues to pour forth from the south (right) tower windows, but these phenomena grow weaker and disappear within 10 rounds. Whether the party then approaches the door or decides to leave, read the following:

Sounds of scuffling feet and rattling come from behind the large wooden doors. With an eerie creak the right portal opens, and a rather rotund gnome, bedecked in colorful clothing, emerges. Seeing the black-cloaked body, his eyes widen and he dashes to it.

"Oh, Ruiz, dear Ruiz! Not you, too!" cries the gnome, weeping great tears and wringing his hands. "Oh, gods, what a tragedy!" Turning to the party, he holds out his hands and pleads:

"Oh, my friends! Your help, your help! My master has been ambushed, and they've killed Ruiz! You must rescue my master!"

The gnome introduces himself as Fadimon, the arch-mage's major-domo. He goes on to explain that his master, a great mage, was doing some work for a church to the west when some evil creatures attacked while he was vulnerable. This is all, of course, hogwash, but the gnome wears a *ring of mind shielding* to prevent detection of falsehood and is a convincing actor.

Fadimon continues to say that some of these horrid creatures are still about. The gnome then tells them that they must find his master's captors and liberate him. He also explains that there is a magical amulet hidden in the castle, which will prove useful in accomplishing this goal. He knows only that it lies somewhere on the upper levels. Unfortunately, he and the other servants are forbidden to go above the third floor (for their own protection, of course) and thus he cannot guide them. If asked how he knows of what happened to his master if he wasn't anywhere near the place (the room from which the smoke is pouring, area 50), he states that he heard his master's voice tell him all this inside his head as soon as the explosion happened.

Should the party seem reluctant to help, Fadimon states:

> "My master is a very wealthy man. Should you liberate him, I am certain that you will earn his eternal gratitude, and he will surely reward you richly. Please, I beg you!"

If the PCs are still reluctant or show any sign of leaving, Fadimon drops to his knees and tearfully beseeches them to carry out his request, even going so far as to take out his own meager purse and pathetically offer its contents. Finally, he shuffles about on his hands and knees and, clutching at various PCs, begs still further. If this doesn't get the party to enter the keep, you might as well hang it up—nothing will.

When in the entry chamber (area 1), Fadimon will answer simple questions that do not betray the truth of his desires: He wishes the party to find the hidden amulet, which will most likely allow his master to take possession of a new body. When this occurs, Draskilion will then lead the party (though it will be thought of as the urging of the amulet) to the crypt in the cellar (area 16C) where a more suitable body lies in wait for him. Fadimon tells the PCs that castle gossip suggests the amulet is a powerful magical item that the arch-mage uses only in special circumstances, and that it must be worn to function (no, Fadimon has never actually seen it).

After giving a brief and incomplete description of the castle layout ("Magic lies above the third floor." "The castle is six stories high and has a cellar," etc.) Fadimon states that he must attend to several related matters of importance. Dashing up the hall toward area 7 and turning the corner, he whispers the command word that *teleports* him into the secret observation cubicle (see area 9), at which point the party is on its own. Fadimon will leave this chamber upon noting the arrival of other visitors (groups A, B, C, and D, noted in "Unearthly Visitors").

Fadimon (gnome): AL NE; AC 5; MV 12; T9; hp 40; THAC0 16; #AT 1; Dmg by weapon type (back-stabbing damage ×4); S 12, D 15, C 10, I 14, W 15, Ch 15; thieving abilities: PP 60%, OL 55%, F/RT 55%, MS 65%, HS 50%, HN 60%, CW 85%, RL 35%; SZ S; ML 18; XP 1,000; *bracers of defense AC 6; buckle knife +2; ring of mind shielding* (on left hand); *ring of spell storing* (on right hand) contains *fire shield, Bigby's interposing hand, stoneskin;* potion of *fire breath;* magical key; small purse with 3 gp, 18 ep, and 16 cp.

Siragle

CLIMATE/TERRAIN: Abyss
FREQUENCY: Unique (very rare)
ORGANIZATION: Solitary
ACTIVITY CYCLE: Any
DIET: Carnivore
INTELLIGENCE: Genius
TREASURE: S, U, Y
ALIGNMENT: Chaotic evil
NO. APPEARING: 1
ARMOR CLASS: −3
MOVEMENT: 12
HIT DICE: 85 hp (18 HD)
THAC0: 5
NO. OF ATTACKS: 4
DAMAGE/ATTACK: 2d4+7/2d4+7/2d2/3 (see below)
SPECIAL ATTACKS: Magic use, stinger (see below)
SPECIAL DEFENSES: +2 or better weapon to hit; half damage from cold, electricity, fire, and gas
MAGIC RESISTANCE: 50%
SIZE: L (8½' tall)
MORALE: 19
XP VALUE: 21,000

Siragle is a major Abyssal fiend whose form is an unsettling humanoid/reptile blend. He stands 8½' tall and has the head of a crocodile crowned with sharp black antlers. His body is that of a huge, muscular human, a full 3' wide. His eyes are a solid blood-red, his numerous teeth are black as soot, and his 5'-long tail trails behind him, ending in a daggerlike yellowed ivory stinger. His feet and hands sport vicious claws, and his leathery, muscled body is a blackish-green.

Skilled at magic, Siragle can perform the following spell-like abilities as a 20th-level caster. At will: *detect magic, detect invisible, darkness 10' radius, infravision, know alignment, fly, dispel magic;* three times/day: *invisibility, polymorph self, shout, suggestion, plane shift, teleport;* once/day: *chaos, gate* 2-4 chasmes (45% chance); once/week: *mass charm, forcecage.* He is also able to utilize wizard scrolls and frequently has some in his possession, but not this time.

Siragle has a strength of 19 (+3 to hit, +7 to damage). If he hits with both claw attacks (2-8/2-8 hp damage plus strength bonus), his bite (2-12 hp damage) and tail stinger (3 hp damage) hit automatically. Under such circumstances, the stinger has a 45% chance of draining one life level from the victim and transferring a corresponding number of hit points to Siragle (dice type determined by the victim's character class), though Siragle can never receive more than his original number of hit points. He is capable of wielding a weapon rather than using his claw attacks, but has not brought a weapon with him.

Siragle saves as a 16th-level fighter or wizard, whichever is better. If a battle goes poorly for him and he is reduced to one-quarter his original hit points, he will try to use his *plane shift* spell to escape or use whatever other means are available to get him to safety. If Siragle is driven off by the adventurers, he will definitely hold a grudge. If slain, he will re-form on his home plane in one year, whereupon he will do all he can to make life unpleasant for his slayers.

Castle Encounter Key

First Floor

1. Entry Chamber. This lush chamber is almost entirely covered by thick rugs woven with deep reds and greens. Ornate cloth tapestries hang on the walls flanking the corridor that leads to the courtyard (area 8), and six full suits of ornamental plate armor stand along the west walls, three on each side of the entrance doors. Two doors lead off to the north and one to the south. The room is well lit, and a half dozen plush chairs and sofas are scattered about. It is here that

visitors to the castle are first received. (Recently, many beings have been coming to the keep as Draskilion is in search of allies.) A spiral staircase of black iron is in the southeast corner.

2. Kitchen. All meals for castle residents and guests are prepared by servants in this room. A long preparation table runs up the center of the chamber, and above it hang numerous pots, pans, ladles, and other cooking implements. Cabinets and other tables with drawers line the south, east, and west walls. Spices, canned foods, and other edible nonperishables are in the cabinets along with dishes. Utensils and linens are in the drawers. There is a trapdoor in the floor near the west wall. On the east wall, a fire burns under a large black kettle in the fireplace, cooking a tasty beef stew.

Hiding behind the long table is Zubo, the head cook. He is a retired fighter whose adventuring gear is stored in the cellar (area 13), though some is in a locked chest at the foot of his bed (area 27A). His daughter, Alaeda, hides in the pantry (area 3) and he stays here to protect her.

Zubo is a gruff, quiet man in his late 50s. He will not allow anyone to enter the pantry, though he won't explain why. He holds a long kitchen knife (treat as a dagger) and will make no move, keeping his presence hidden if possible, until the PCs discover him or try to enter the pantry.

Opening the trapdoor reveals a set of rickety wooden stairs descending to the wine cellar (area 18).

Zubo: AL CN; AC 9; MV 12; F4; hp 21; THAC0 17; #AT 1; Dmg by weapon type; S 13, D 9, C 10, I 12, W 12, Ch 11; ML 13; kitchen knife, *ring of protection +1, periapt of health.*

3. Pantry. This 15' × 15' storage room is lined with shelves and packed full of various foodstuffs that do not require refrigeration. Dried meats and fruits, vegetables, wheat, and other supplies fill this closet. Behind a barrel of pickles in the northwest corner is Zubo's daughter, Alaeda, hiding here at her father's instruction. She holds a steak knife (1-2 hp damage) and will use it to defend herself if necessary. If her father is slain, she will try to flee the castle, but as Fadimon has locked the only real exit she will go to the servant's dormitory (area 27B).

Alaeda is a timid woman, used to following the orders of others. Though she knows nothing of real value beyond identifying mundane rooms on the lower levels, she will cooperate with a party that promises to help her escape and not harm her.

Alaeda: AL N, AC 10; MV 12; level 0; hp 4; THAC0 20; #AT 1; Dmg by weapon type; ML 7.

4. Freezer. Perishables, including various meats and delicacies, are kept in this cold room. Permanent *walls of ice* line the east and west walls, keeping this room at a constant low temperature. Nothing of real interest lies within.

5. Refectory. It is here that most castle denizens eat their meals, the wizards and guests of the keep first, followed by the servants after they've finished their own tasks. A long oak table with 10 matching chairs and a regal 11th chair at its head dominates the room. Three large landscape paintings of Draskilion's native land lie on the west and south walls. These paintings show tall, needlelike deep-blue trees with jagged, white-capped mountains of a strange purple hue in the background. On the east wall is a life-sized, full-length portrait of the archmage in a voluminous black robe, holding a *crystal ball* in one hand and touching it with a brass wand held in the other. His face has angular, hawklike features, and his hair is all gray and cut close to his scalp. His eyes, emerald green, stare out at the viewer commandingly. The floor is richly carpeted.

6. Library. The main castle library is a pleasant, well-appointed chamber. Several expertly woven rugs line the aisles between fine oak bookcases, and similar wood panelling covers the walls. About 400 tomes are kept in this room, though they are in no recognizable order. Almost every topic imaginable is covered by these books. Many are extremely old and valuable, but no sorcerous tomes are located here. The six study cubicles along the outside walls are carpeted. Each holds a small oak desk and chair, and atop each desk lies ink, a writing quill, parchment, and a tiny oil lamp.

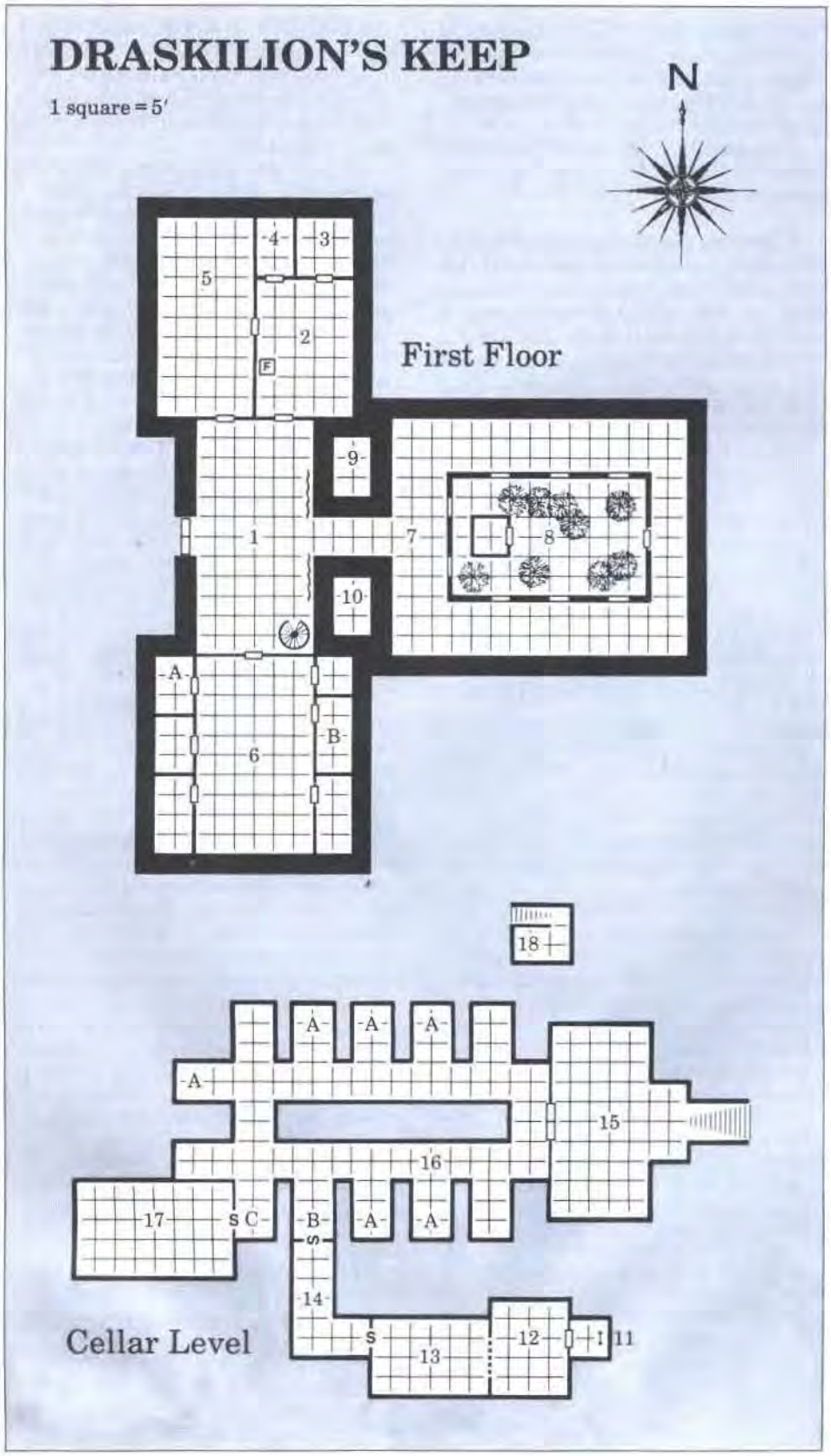
6A. Miro's Cubicle. Hiding in this locked cubicle is the apprentice Miro. For the past few months he has been using a *crystal ball* to observe what his master has been doing. Draskilion, caught up in his work, failed to notice the scrying. Now half mad with fear, Miro is aware of the nature of Draskilion's accident, having viewed it through his *crystal ball.* He also knows that the castle will soon be playing host to unwanted visitors.

Chances are, this foolish sorcerer will assume the party is one of the aforementioned "unearthly visitors" come to seek payment. If the PCs come upon him, he will attack and attempt to escape to his living quarters (area 20C) where he has some items that will prove helpful against the various intruders. For now he waits, hoping that no one will find him. If the party manages to convince him that they have no hostile intent, he may accompany them. But he will prove little help, claiming he is "new to this place and knows little," while waiting for an opportunity to escape or take advantage of the party. Should the party encounter another of Draskilion's apprentices in the castle, Miro will take his cohort's side, either backing up a deception (should the encountered individual parlay) or assisting in an attack. The PCs should keep a careful eye on this devious fellow.

Miro: AL CN (evil tendencies); AC 5; MV 12; W10; hp 29; THAC0 17 ; #AT 1; Dmg by spell or weapon type; S 7, D 13, C 10, I 17, W 8, Ch 11; ML 12; XP 4,000; *bracers of defence AC 7; crystal ball with clairaudience; wand of ice storms* (15 charges; command word "sheik"); *boots of speed; scarab of protection +2;* dagger; burned-out *ioun stone;* blue velvet bag containing a magical key (slightly bent so that it won't fit the front door but works in all other locks), a 500-gp aquamarine, a 750-gp oriental topaz, 26 pp, 18 gp, 6 ep, and 8 sp. Spells: *burning hands* (×2), *protection from good, run, bind, irritation, mirror image, stinking cloud, fly, lightning bolt, sepia snake sigil, Evard's black tentacles, fire shield, conjure elemental (air), Mordenkainen's faithful hound).*

6B. Secret Ladder. Beneath the desk and carpeting in this cubicle is a trapdoor that hides a ladder descending to area 11. The trapdoor is locked and has a poisoned needle set in it (save vs. poison at −1 or be paralyzed for 2-4 hours).

7. Corridor. This corridor is about 12' wide and surrounds the courtyard (area 8). The pillars lining it are deep-blue marble flecked with white. The windows



in this hallway are filled with intricately worked stained glass that cannot be opened and cannot be peered through due to the darkness of the colors. The doors to the courtyard are made of this same stained glass within a wood frame and are locked. The glass can be shattered, or the doors can be opened with a magical key.

8. Courtyard. Two small fruit trees, along with a number of other bushes and flowers, grow in this well-kept courtyard garden. The small shed at the west end of the garden actually shelters stairs to the cellar level (area 15). Should some means other than a magical key be used to open the shed's double doors, two invisible stalkers will come up from area 15 and deal with the intruders.

Invisible stalkers: Int high; AL N; AC 3; MV 12, fly 12 (A); HD 8; hp 45 each; THAC0 13; #AT 1; Dmg 4-16; SA surprise; SD invisibility; MR 30%; SZ L; ML 13; XP 5,000; MC.

9. Secret Observation Cubicle. The only way to enter or exit this small room is to touch one of its walls (except the one it shares with the kitchen) and speak the command word "ether." When this is done, the speaker is *teleported* in or out. The room is bare stone except for a simple wooden table at its center, upon which sits a large brass bowl brimming with water. Anyone touching the bowl and thinking of any room in the keep (except Draskilion's personal chambers or the laboratories on the upper levels) will be able to see that chamber in the still water, though no sound is conveyed via the bowl. It must be filled with a transparent liquid to function, and the viewer must be personally familiar with the targeted chamber (having been in it on at least one previous occasion) in order to spy upon it. A *continual light* spell illuminates the room, and numerous air holes are drilled where the ceiling meets the walls.

Fadimon, the gnomish major-domo, will be present here unless greeting the "collection agents" described in "Unearthly Visitors." For his statistics, see "For the Player Characters."

10. Prison. Anyone standing within 10′ of this room who touches another being and speaks the command word "spook" will *teleport* the other being into the cubicle if the victim fails to make a save vs. wands. Only someone standing outside the cubicle, within 10′ of one of its walls,

can release the victim. This is done by speaking the command word three times rapidly. Permanent *silence* and *continual darkness* spells have been cast on the prison, making spells with verbal components impossible to cast while so trapped. The room is bare save for a ceramic chamber pot and hay scattered about the floor. Air holes line the wall where the ceiling meets it.

Cellar Level

None of the rooms on this level are lit.

11. Entry Room. This 10′ × 10′ stone room is empty save for the ladder affixed to the east wall and the plain oak door (locked) on the west wall.

12. First Storage Room. Numerous chests and boxes lie in this chamber along with sheet-covered furniture not presently being used. The assorted boxes and chests contain various personal belongings of castle denizens but are of little relative value (e.g., winter clothing, old mementoes, etc.). All chests are locked. If the PCs indicates that they wish to search through these containers, refer to the "Container Size and Searching Time" sidebar and consult pages 218-219 in the 1st edition *DMG* for ideas to flesh out container contents. The center 10′ section of the west wall is illusory and may be easily passed through to area 13, where items of greater value are stored.

13. Second Storage Room. A *continual darkness* spell within the illusory wall will extinguish a *continual light* spell or the like, and a *gust of wind* spell will do the same to torches and lanterns. Lights (magical or otherwise) may be rekindled when the chamber is entered, but at the same time the attention of the chamber's guardian is aroused.

Fyodor the bodak lies in wait in the shadows of the southeast corner. He wields a *halberd +1*, though generally he uses his gaze attack. He was sorcerously summoned by Draskilion some 10 years ago and has been unable to escape. His only duty is to guard the cellar level from nonresidents of the castle, and he will fight to the death.

Bodak: Int low but cunning; AL CE; AC 5; MV 6; HD 9+9; hp 70; THAC0 11; #AT 1; Dmg by weapon type; SA death gaze (30′); SD struck by +1 or better (or cold iron) weapons; immune to poison and to *charm, hold, sleep, slow* spells; takes half damage from fire, cold, electricity, and gas; SZ M; ML 16; XP 5,000; MM2/19.

After dealing with the bodak, the party may take the time to examine the numerous trunks and boxes that are stored here. Consult the "Container Size and Searching Time" sidebar and make percentile rolls to determine the contents of containers in this area:

1d100	Contents
1-50	Mundane items (clothing, worthless personal belongings)
51-60	Armor (nonmagical, determine type randomly)
61-70	Weapon (nonmagical, determine type randomly)
71-80	100-600 gp
81-90	A 50-gp gem
91-96	A 500-gp gem
97-00	A magical item (determine randomly)

The more valuable items (rolls 51-00) are mixed in with worthless items and will not necessarily reveal their true value.

The secret door in the west wall is blocked by chests and boxes that must be moved before it can be found and opened (it opens into area 13).

14. Secret Passage. This unlit passageway leads to and from the crypt (area 16B). It is dusty due to the fact it is seldom used.

15. Ceremonial Chamber. Strange symbols and runes are painted over the surfaces of the walls, ceiling, and floor of this chamber, intertwining about one another in stunning alien colors. The entire chamber radiates a strong magic, and all characters who enter and are unfamiliar with the room (have spent less than one hour here) must save vs. spells or make all rolls at −2 (or −10%) while in this area. In addition, all spellcasters are 30% likely to botch each casting, wasting the spell. This is due to the disorienting nature of the sorcery employed in this chamber.

This room was used by Draskilion as a place for burial and covenant rituals, as well as other strange ceremonies. A single invisible stalker stands guard here (the two described in encounter 8 are with him if they weren't encountered and destroyed earlier) and is charged with preventing violation of the crypts (area 16). Anyone entering here unaccompanied by either an apprentice or Draskilion will be attacked.

The double doors leading to the crypts have two locks, both of which must be picked in order to open either one. The second lock is armed with a trap that releases a *stinking cloud* if not properly disarmed. The stairs lead to the courtyard shed (area 8).

Invisible stalker: hp 45; statistics at area 8.

16. Crypt. Certain devoted servants and apprentices who have died at the keep are buried here. This mausoleum is made up of 12 niches, each 10′ × 15′, all but one of which hold pale stone sarcophagi. The niches are connected by two parallel corridors, and unlit torches lie in brass sconces flanking each niche. Those sarcophagi marked A are occupied, while the others are empty (niche C is another matter). The stone lids on these coffins are heavy and require a combined strength of 40 to lift. None of the lids are marked in any way.

16A. Stone Sarcophagus. This stone coffin is occupied. Beneath the body (or beneath where the corpse would lie) is a secret compartment 5′ × 5′ × 2′ (discovered by normal searching). In the compartment are 10-100 gp. There is also a 40% chance that the sarcophagus is occupied by a wraith rather than a corpse (this will occur no more than three times, however). The wraith attacks when the lid of the sarcophagus is removed. (Note that those characters removing the lid will have had to sheath their weapons or put them aside and will make easy targets for the wraith. Simply letting go of the lid may harm the others holding on to it.)

Wraiths: Int very; AL LE; AC 4; MV 12, fly 24 (B); HD 5+3; hp 32; THAC0 15; #AT 1; Dmg 1-6; SA energy drain; SD hit only by silver or magical weapons; immune to poison, paralysis, *sleep, charm, hold,* or cold-based spells; SZ M; ML 15; 3,000; MC.

16B. Secret Door. This niche is the only one that does not hold a sarcophagus. The entire south wall is a secret door (detectable by normal means) that opens into area 14.

16C. New Body. The body housed in this particular sarcophagus is not that

of a departed servant, but a receptacle fashioned to receive Draskilion's life essence via his *amulet of life*. It is a younger version of the man in the refectory painting (area 5). The arch-mage used the arcane instructions in an ancient sorcerous tome (similar to a *clone* spell) to create this soulless body; the tome has since been destroyed in the blast.

A *wall of force* lies just below the sarcophagus lid. It can be destroyed by normal means or by touching the amulet to its surface. Around the body's neck is a magical locket. If Draskilion, possessing the body of another, trades the amulet for the locket, his life force will go into the prepared body and the possessed individual will regain control of his own body. In this new body, Draskilion will escape the party as soon as possible and then plot the PCs' destruction. Much is left to the DM in running Draskilion's actions in light of whatever circumstances exist at the time of his restoration.

One way that the restored wizard may escape is by encouraging the party to open the secret compartment in the stone coffin, then slipping away as they turn their attention to it. Opening this compartment causes a *wall of force* to appear at the niche's entrance and releases a toxic gas that has the same effect as a *contagion* spell unless appropriate saving throws are made every round that a PC is in the niche. If the wall is destroyed, the gas will dissipate in 1d6+4 rounds.

The secret door to area 17 is especially difficult to find (two chances in eight for an elf, one chance in eight for everyone else) and swings away from the niche. Draskilion's *amulet of life* must be present for the door to open at all.

Draskilion in new body: AL CE; AC 3; MV 12; W23; hp 82; THAC0 13; #AT 1; Dmg by spell or weapon type; S 14, D 16, C 15, I 18, W 17, Ch 14; ML 19; XP 17,000; *robe of the archmagi; ring of spell storing* (contains *vampiric touch, phantasmal killer, mislead);* three potions of *extra healing;* potion of *polymorph self;* scroll with *power word blind, incendiary cloud,* and *symbol* (insanity); scroll with *spider climb* and *haste; a wand of frost* (10 charges; command word "elharo"); three *beads of force; buckle knife +2;* velvet drawstring pouch containing 20 pp, a 500-gp peridot, and a 1,000-gp sapphire.

Spells (these were still in Draskilion's memory when the accident occurred): *burning hands, hold portal, stinking cloud, web, wizard lock, lightning bolt, Leomund's tiny hut, contagion, wall of ice, feeblemind, Bigby's forceful hand, project image, Mordenkainen's sword, Bigby's crushing hand, shape change.*

17. Hidden Treasure Vault. Stored in the center of this large chamber are the following items: 6,000 gp in six separate clay urns (1,000 gp in each, lids sealed with wax); an ebony and ivory box (double locked, 950 gp value) containing a 5,000-gp jacinth, two 1,000-gp fire opals, two dozen 100-gp tourmalines, and four 100-gp pieces of coral; *gloves of missile snaring, splint mail of fear* (as plate mail; eight charges remaining; command word "yikes" is printed inside the chest plate); five *arrows of slaying* (two giant, two elemental, one priest) in a finely carved mahogany box (350 gp value); quiver of two dozen arrows; three long bows; *short sword of quickness;* two mundane short swords; two long swords, seven spears (two of which are *spears +3);* six burlap sacks filled with coal (an illusion gives the coal the appearance of hundreds of citrine and jasper stones); two cloth sacks of dirt (an illusion gives this the appearance of gold dust); six stained oak and blue silk divider screens (7' high, 12' wide, 100 gp value each).

Two chasmes lie in *temporal stasis* here and are released when the door is opened. They will fight to the death. If they are slain, a series of disturbing *audible glamer* spells will be activated. While the treasure is being sorted, the party will hear the following random noises coming from the screens, the crypt, the walls, and even from inside their own heads: a woman's laughter, metal scraping stone, labored breathing, clawed feet walking across a stone floor, a child whimpering, a man crying, distressing whispers ("You're dead, dead, dead." "He's coming, he's coming here now." "Oh, how the mighty have fallen." "They're coming through the walls," etc. Use your imagination).

Should any treasure be taken from the vault, an *invisible* babau, likewise in *temporal stasis,* becomes visible and animate. The fiend attacks those who hold vault items (ignoring all others) until those items are returned. Duty fulfilled, it returns to the vault and the two spells are reactivated by a preprogrammed sequence. The babau will be released from this service upon its death or after performing the service a total of four times (each new intrusion qualifies as a separate occurrence).

Chasmes (2): Int average; AL CE; AC −1; MV 6, fly 21 (D); HD 7+2; hp 39, 32; THAC0 13; #AT 3; Dmg 2-8/2-8/1-4; SA *fear* touch, *sleep* buzz, *gate* another chasme (15% success); SD infravision, *darkness* (5' radius), *teleport without error, detect good, detect invisible, telekinese* (150 lbs.) at will once per round; half damage from fire, cold, electricity, and gas; immune to poison; MR 40%; SZ M; ML 16; XP 8,000; MM2/38.

Babau: Int very; AL CE; AC −3; MV 15; HD 7+14; hp 51; THAC0 13; #AT 1 or 3; Dmg by weapon type +7 (a *military fork +1)* or 2-5/2-5/2-8; SA *ray of enfeeblement* gaze, *fear* touch, can cast one spell per melee round of the following: *levitate, fly, dispel magic, polymorph self, heat metal, gate* another babau (25% success), *darkness* (5' radius), abilities of 9th-level thief (use statistics for Fadimon, in "For the Player Characters"); SD half damage from fire, cold, electricity, gas; edged weapons do half damage; MR 50%; SZ M; ML 16; XP 9,000; MM2/36.

18. Wine Cellar. This cellar room contains two large racks holding bottles of wine. Two kegs of beer also lie in the

Container Size and Searching Time—Areas 12 & 13

1d12	Container found	Rounds to search	Trapped*
1-2	Small box	1d4 r.	1 in 12
3-5	Medium Box	1d8 r.	1 in 10
6	Large Box	1d10 r.	1 in 6
7-8	Small Chest	1d4+1 r.	1 in 10
9-11	Med. Chest	1d8+1 r.	1 in 6
12	Large Chest	1d10+2 r.	1 in 4

* **Area 12:** Trapped boxes are coated with a contact poison that does 2-16 hp damage (save for half damage). Trapped chests are locked and have contact poison as do boxes (25%) or poisoned needle traps (75%) in their locks (save vs. poison or die). The contents are not very valuable, but these people are not the trusting sort. **Area 13:** Trapped boxes are coated with a contact poison that does 2-24 hp damage (save for half damage). Trapped chests are locked and have contact poison as do boxes (35%) or poisoned needle traps (65%) in their locks (save vs. poison or die).

chamber along with a reusable spigot and rawhide mallet. The room is quite dusty.

Second Floor

19. Hall. This large chamber is similar to area 1 below and is also well furnished with sofas, chairs, and tables. The floor is richly carpeted, and tapestries of expert manufacture hang on the walls.

20. Apprentices' Dormitory. It is here that five of Draskilion's apprentices sleep. The large room affords little privacy, but this is one of the prices paid to study under a man such as the archmage. The dormitory is divided into individual cubicles by thin wooden screens with murals painted on them. Each cubicle contains a bed, a small nightstand with an oil lamp, and a chest at the foot of the bed. Any apprentices who fled from previous encounters will be found here. They will work in unison if more than one is present.

Any apprentice found here will have taken all useful items from his chest or nightstand to wield against the party. Also note that spell books are a wizard's most important possession. None of the apprentices will allow the PCs to take spell books without a terrific fight. Since the value of each spell book is great, the DM should consider how he might prevent the party from simply taking them all from the castle.

20A. Junius's Quarters. The chest has a poison needle trap in the lock (20 hp damage, save for half damage). It contains several changes of clothing, two caps, a set of knee-high leather boots, a dagger in a cowhide sheath, and a small locked strongbox containing 37 gp. The chest has a false bottom hiding two scrolls in an ivory tube (*protection from petrification* and *massmorph* on one, *Rary's mnemonic enhancer* on the other) as well as Junius's spell book. A *wand of fireballs* (command phrase "cah bome," eight charges) also lies here, although it is damaged. A hairline crack runs about 5" along the pine wand's length. Rather than rendering it useless, the crack causes the device to malfunction so that there is a 50% chance at each use that all remaining charges detonate at once, causing enormous damage (6d6 hp times the number of charges left).

Hidden within the stuffing of the pillow on the bed is a 1,000-gp star sapphire. On top of the nightstand are ink and a quill pen along with several pages of notes scribbled in a foreign script on sheets of parchment. A *comprehend languages* spell will reveal the notes are on the subject of possession, but they are not otherwise significant.

Unless already encountered and for some reason prevented from coming here, Junius will be found in his quarters. He has an easygoing, likable air about him and will most likely try to parlay with the group (if no cohorts are here). However, if the party previously fought him, or if the PCs expresses doubt in his lies of friendship, his temper will flare up. Junius will fight to the death to protect his spell book.

Junius: AL CE; AC 5; MV 12; W9; hp 30; THAC0 18; #AT 1; Dmg by spell or weapon type; S 10, D 9, C 9, I 16, W 12, Ch 14; ML 17; XP 3,000; *bracers of defense AC 5;* scroll of *cloudkill, wall of stone,* and *zephyr;* scroll of *protection from magical edged weapons; wand of metal command* (18 charges; command word "crow"); two *beads of force.* Spells: *charm person* (×2), *run, shocking grasp, detect good, invisibility, unknowable alignment, blink, Melf's minute meteors, wind wall, fumble, ice storm, cone of cold).*

20B. Tipia's Quarters. A needle trap guards the lock of the chest (the poison causes *fear* as the spell, lasting 4-9 rounds). The chest is also *fire trapped* (1d4 +11 hp damage). In addition to Tipia's clothing, the container holds her spell book (an *explosive runes* spell protects it), a 5,000-gp diamond, and a 1,000-gp oriental amethyst. On top of the nightstand lies a book from the library (area 6) about extraplanar travel. In the drawer are a few scattered coins of little value (2 gp, 8 ep, and 3 cp). See area 44E for Tipia's statistics.

20C. Miro's Quarters. The chest's lock spews out poison gas (−1 to save, cloud fills a 2" ×2" ×2" area and takes 2-4 turns to dissipate normally) unless properly disarmed. It contains three expensive sets of silken bed linens; a smaller triple-locked chest holding five gold ingots (75 gp value each), four watery gold chunks of amber (100 gp value each), and a gold ring inset with an emerald (2,200 gp value); and a

small cloth bag containing 123 pp.

A false bottom in the chest hides Miro's spell book and four scrolls, each in a bone tube. The first scroll contains two *protection from demons* spells. The second scroll is of *protection from electricity.* The third scroll contains two *neutralize poison* spells, and the fourth holds the spells *duo-dimension* and *volley.*

The drawer of the nightstand holds two flawed scrolls that appear to be normal unless carefully examined. The first scroll contains a spell of *protection from (dragon) breath weapons,* and the second scroll contains *shout* and *eyebite (sicken)* spells. If read, the first scroll has the opposite of its intended effect, and a dragon's breath attack is made at +3 with maximum damage. The spells on the second scroll harm the reader rather than the intended victim. A normal dagger also lies in this drawer. See area 6A for Miro's statistics.

20D. Lebaddin's Quarters. There is a standard needle trap (save vs. poison or die) in the lock of the chest. Opening the lid triggers a *phantasmal force* combined with an *audible glamer,* giving the illusion that the chest is home for a half-dozen hissing vipers. If not disbelieved, the vipers score real damage on the party (THAC0 15; Dmg 4 plus save vs. poison or collapse unconscious for 1-6 turns; it requires 10 hp damage to "destroy" each viper, and attackers hit automatically).

When the snakes are destroyed, disbelieved, or dispelled, the PCs can see eight ingots of platinum (worth 60 pp each); a gold bracelet (250 gp value); four sets of clothing; a pair of leather riding boots; a scroll of *mass invisibility;* a *wand of magic detection* (no charges); and Lebaddin's spell book, guarded with *explosive runes.*

The nightstand drawer holds a jumble of junk and trinkets: fine brass chains, a rubber ball, scraps of paper, dried flowers, dozens of colorful marbles, old quills, etc.—all mundane and of little value. However, a *Nystul's magic aura* spell has been cast over the contents of this drawer to mislead snoopers. Much time can be wasted searching through this mess. Lebaddin's statistics can be found at area 22.

20E. Bueli's Quarters. The lock on the chest has no poison needle trap. However, unless the command word ("mihstu") is spoken, opening the lid releases a mihstu that is imprisoned within the chest (currently subject to a *reduce* spell that is negated when the chest is improperly opened).

The chest contains several changes of clothing; three pairs of shoes (one pair is actually a set of *slippers of varied tracks* (as boots); four drawstring pouches (each contains 25 pieces of quartz, worth 10 gp apiece); a gem-studded gold necklace (6,650 gp value); two identical blankets (one acts as a *cloak of poisonousness);* a bejeweled dagger made of silver (1,100 gp value); three plain caps; and a case of writing tools (275 gp value).

The false bottom in the chest is *fire trapped* (1d4+14 hp damage), and an illusion has been cast on this compartment to make it appear empty. In reality, two scrolls lie here. The first scroll has *Mordenkainen's magnificent mansion* and *reverse gravity* spells. The second has *mind blank* and *symbol (discord)* spells. Normally, Bueli's spell book would be here also, but it is elsewhere (area 46) at this time. Several letters from Bueli's illusionist friend, Colhure, written in a foreign language, lie in the nightstand drawer. If the party takes the time to use a *comprehend languages* spell and read the letters, they will find talk of people they don't know, some personal jokes, and hints about Draskilion's work and plans.

Mihstu: Int high; AL NE; AC −2; MV 6, fly 6 (B); HD 8+2; hp 48; THAC0 13; #AT 4; Dmg 2-7 (×4); SA constitution drain; SD immune to electrical and missile attacks, cold-based spells only stun for 2-12 rounds, +2 or better weapon to hit; MR 10%; SZ M; ML 15; XP 5,000; MM2/84.

21. Cabet's Bedchamber. Cabet, one of Draskilion's more accomplished apprentices, normally sleeps here. However, he is currently away from the castle conducting business for his master. The door to this room is *wizard locked* (16th-level) ability) in Cabet's absence.

This small room is outfitted much as the others, with a bed, dresser, chest, and nightstand. However, the dresser holds only winter clothing, and the rest of the room is bare. All of Cabet's valuables are with him on his journey.

22. Ruiz's Bedchamber. Ruiz, Draskilion's chief apprentice, called this place his home when he was among the living. When the PCs enter this chamber, they find Lebaddin going through Ruiz's belongings. He will not have responded to any sounds of a battle coming from area 20, but he will be ready to face the adventurers, having heard them unlocking the door. He has cast a *web* spell at the door and a *grease* spell on the floor in front of it.

Lebaddin, a cruel, selfish elf, will fight to the death if cornered. But if the battle goes badly and an avenue of escape is open, he will take it. There is a 60% chance that he has already been through Ruiz's chest (having bypassed the traps) and will thus have the items within it to utilize.

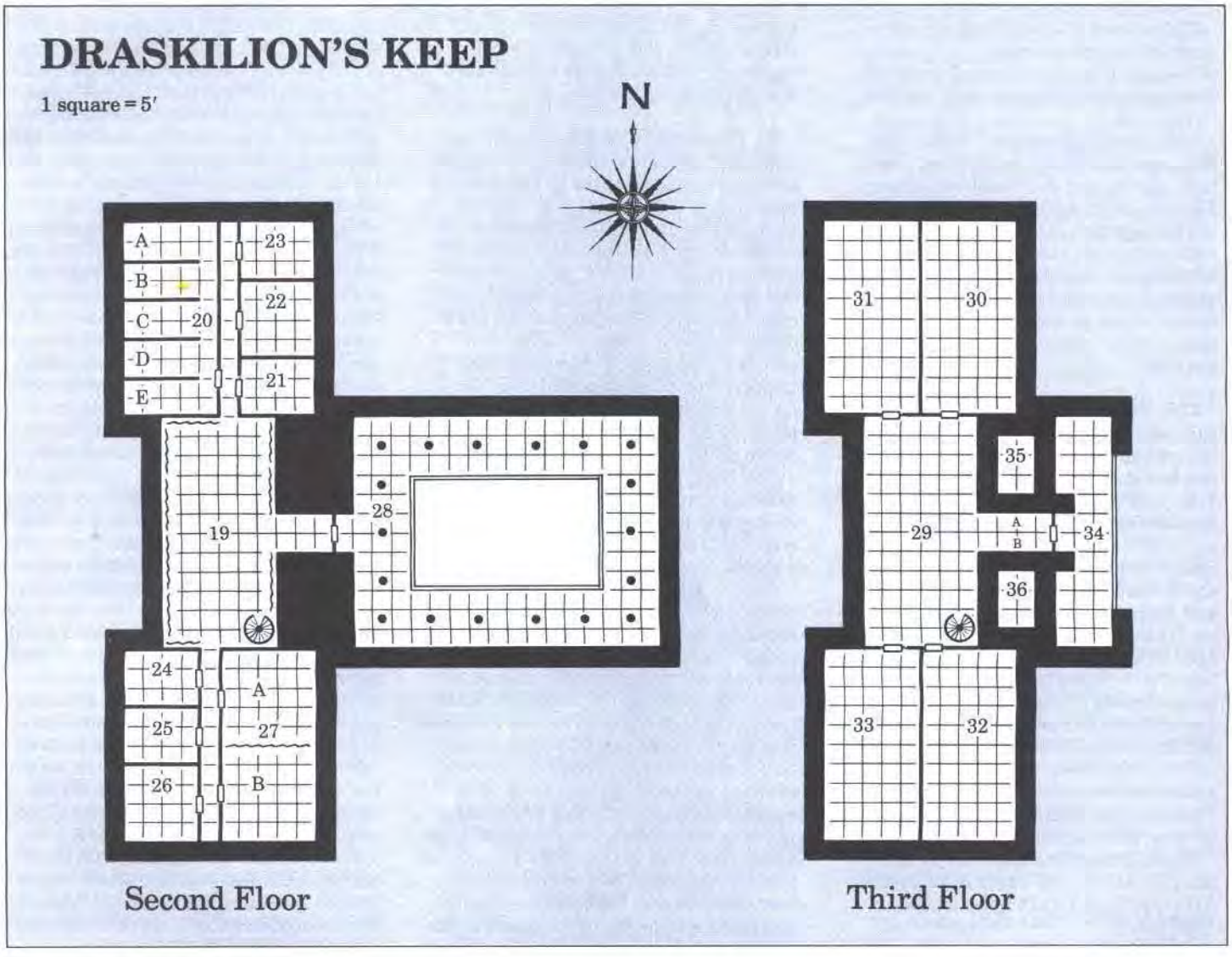
The dresser in this bedchamber is filled with clothes and bed linens. The bottom drawer holds a pair of *gloves of thievery* that look like simple winter gloves and lie with a scarf and a pair of earmuffs. A couple of wool blankets are also kept here.

The lock on the chest is inscribed with a *symbol* (death). If the chest is successfully opened in spite of this, a *stinking cloud* is released (unless this trap is disarmed). The chest holds seven ingots of gold (75 gp value each); a drawstring pouch with a thirteen pinkish pearls (a dozen are normal pearls worth 100 gp each; the 13th identical pearl is a *pearl of the sirines,* but Lebaddin doesn't know this); a crescent-shaped dagger; a *bag of tricks* (type 2); and a *wand of paralyzation* (11 charges, command word "flop"). His spell book, normally kept here, was in room 50 and was destroyed when he was killed.

The nightstand contains little of value, just some letters and various items of junk that have accumulated over time.

Lebaddin (elf): AL CE; AC 4 (first attack against him will miss); MV 12; W10; hp 42; THAC0 17; #AT 1; Dmg by spell or weapon type; S 7, D 15, C 16, I 17, W 9, Ch 8; ML 14; XP 4,000; *cloak of displacement, ring of protection +3, rod of cancellation,* scroll of *feeblemind* (×2), scroll of *repulsion,* dagger, 17 gp, 100-gp spinel, 50-gp citrine. Spells: *erase, grease, protection from good, shocking grasp, invisibility, mirror image, web, wizard lock, fireball, slow, suggestion, fire shield, wall of ice, Leomund's lamentable belabourment, teleport.*

23. & 24. Locked Rooms. The doors to these rooms are locked but the insides of the rooms are bare, containing nothing. They are reserved for future use.



25. Linen Room. The shelves that line the walls of this room hold bed linens and blankets for the guest rooms and those residents who don't have their own.

26. Fadimon and Coeulmon's Room. This room (always locked) is plainly appointed: two small beds with medium-sized chests at the foot of each, a pair of oak dressers, and a shared nightstand. Coeulmon will be found here (unless previously killed or incapacitated) and will attack any strangers entering the room. When he hears the PCs unlocking the door, he uses his *slippers of spider climbing* to climb the wall above the door. Here he waits, dropping down to kill the first person who enters the room.

The two dressers contain only gnome-sized clothing. Atop Coeulmon's dresser (north wall) are a stiletto and six vials of poison (two vials of type D ingestive, one vial of type E ingestive, and three vials of type B insinuative). The chests each have poison needle traps (20 hp damage, save for half damage). Fadimon's chest (south wall) contains three pieces of jewelry (1,800 gp value total); two wool blankets; a crystal sphere (with *Nystul's magic aura* cast on it); and a *short sword +1*. Coeulmon's chest (north wall) contains a box with 750 gp and eight 100-gp chrysoberyls all mixed together, a pair of *gauntlets of fumbling*, a short sword, a wool blanket, and a pair of gnome-sized riding boots. The nightstand holds nothing but junk.

Coeulmon (gnome): AL CE; AC 2; MV 12; T8; hp 56; THAC0 17; #AT 1; Dmg by weapon type (back-stabbing damage ×3); S 13, D 17, C 16, I 12, W 9, Ch 7; thieving abilities: PP 60%, OL 72%, F/RT 55%, MS 57%, HS 47%, HN 30%, CW 77%, RL 30%; SZ S; ML 16; XP 1,000; *leather armor +3; ring of protection +1; slippers of spider climbing; horn of evilness; short sword, nine lives stealer +2* (three charges remaining); pouch with 22 gp and a 50-gp carnelian; two vials of poison (type C insinuative); extra-sharp stiletto (used as an assassin's tool, treat as a dagger with +1 to damage).

Fadimon's statistics are found in the section "For the Player Characters."

27. Servants' Dormitory. All servants of the castle sleep in this room. A curtain runs down its center to provide some privacy for the men and women.

27A. Men's Quarters. Gallio, Jake, Max, and Zubo have pallets and chests here. Each chest is locked and contains 10-40 gp, with a 30% chance of containing a 50-gp gem. The chests also hold each individual's clothes, armor and weapons (all mundane) that are not personally carried or in the storage rooms (areas 12 and 13). Such items should be determined randomly or by the DM.

27B. Women's Quarters. Alaeda (the cook's daughter) and Eleni and Maego (the chambermaids) have separate pallets but share a single storage chest. The chest is locked and contains three drawstring pouches, each holding 3-12 gp (1d10+2). Each pouch also has a 30% chance of holding 1-4 10-gp gems. The chest also holds the women's clothing and three wool blankets. Eleni (a human) and Maego (a half-elf) will both be here unless previously encountered and killed or incapacitated. Each frightened woman holds a dagger and will use it to defend herself if necessary. They know nothing that will help the party, though talking with them at length may reveal Draskilion to be less of a swell guy than Fadimon has indicated (e.g., tales of torture, evil visitors, etc.).

Eleni (human) and **Maego** (half-elf): AL CN; AC 10; MV 12; level 0; hp 4, 3; THAC0 20; #AT 1; Dmg by weapon type; ML 8.

Alaeda's statistics are found at area 3.

28. Walkway and Balcony. This walkway lies directly above area 7 and forms a balcony that looks out over the courtyard (area 8) below. The area above is open to the sky, and though from here a person can be boosted to area 34, exit from the castle here is impossible (see "Standard Castle Features").

Third Floor

29. Lounge. This large room is furnished much like areas 1 and 19. Thick rugs cover the floor, and various pieces of lounge furniture are scattered about. Sixteen large paintings of unknown personages line the pale stone walls. Not all are human, or even demihuman—some humanoids and fiendlike creatures are represented on the canvases. Unlit torches in wall sconces are placed every few yards around the room.

30. Pandarus's Bedchamber. This opulently appointed chamber is a guest room currently occupied by Pandarus, a mind flayer serving as an ambassador from an evil underground kingdom (he wishes to know if Draskilion would make a reliable ally). A huge canopied bed dominates the room, a large chest sits at the foot of the bed, and an intricately carved mahogany nightstand stands to the right. Three great portraits of two humans and a dwarf hang on the walls; their wood frames are ornately carved and finished (55 gp value each). Thick carpeting covers the entire floor, and there are two empty dressers against the west wall. A great mahogany wardrobe along the south wall holds several expensive robes and a ceremonial toga.

An iron tube sits in the pocket of one of these robes. A lock of especially ingenious manufacture (−20% to a thief's pick-locks roll; Pandarus has the key) prevents easy access to the tube's contents. The tube is also trapped. Unless first disarmed, the tube and its contents will be destroyed in a 2d8-hp explosion. Inside the tube are several documents (written in the illithid ambassador's native language) detailing mind flayer plans to invade an elven fishing village called Saer Illel in the north. Leaders of this village would be grateful for these manuscripts, and the villagers would warmly welcome the adventurers to its settlement should they choose to deliver them. (This will, of course, raise the ire of the mind flayer community.)

All of Pandarus's other belongings are kept on his person. If previously encountered with the ogre mage in area 33 (see area 33 for Pandarus's statistics) and driven off, the mind flayer will flee here.

31. Aulus's Bedchamber. This bedchamber is furnished like area 30 and is currently occupied by Aulus, a priest who has been working out an alliance with the arch-mage. He is a cleric of Sheth, a chaotic-evil lesser power worshiped in Draskilion's distant eastern homeland. Aware of Draskilion's accident, Aulus has remained in his room while pondering his options. He is a serious, stern man who at first will try to assure the party that he was merely staying at the keep and knows nothing of the evening's events or any of Draskilion's plans. If told that "fiends" have invaded the castle and attacked the arch-mage, Aulus will offer his help in dispelling these supposed intruders. If his aid is accepted, he will seek to take advantage of the party, turning on them when he will benefit from it the most.

The locked chest at the foot of Aulus's canopied bed contains several changes of clothing and an extra pair of shoes. Beneath the clothing is a double-locked strongbox containing a jar of *Keoghtom's ointment,* a 100-gp garnet, and 48 ep. In the wardrobe hang three ceremonial robes (all oversized to fit while wearing plate mail). One robe is dark red, another is forest green, and the third is deep black flecked with yellow. This third vestment is a specially consecrated priestly vestment that gives the cleric wearing it a +25% chance of contacting Sheth by spell if he is a devotee of this lesser power. Any person of lawful alignment wearing this vestment will take 1-4 hp damage per round until the robe is removed. Any person of good alignment takes 2-7 hp damage, and a lawful-good person takes both amounts of damage and is rendered unconscious after a single round of wearing this robe. Any cleric not of Sheth who wears the vestment will have an added 15% chance of spell failure regardless of alignment.

The dressers are empty, but on the nightstand sits a portable altar: two hinged slats of reddish wood 8″ high, 5″ wide, and half an inch thick. On the left side an image of Sheth is painted—he looks like a slavering gnoll, mouth full of fangs and beams of foul light pouring from behind his head. Two black pearls, worth 500 gp apiece, represent his eyes. The right-hand panel has a black opal (1,000 gp value) at its center, around which are strange scratches and marks. A silver medallion (30 gp value) sits beside the altar. The device is a special devotion piece that, when worn during meditation by a priest of Sheth, enables the cleric to gain an extra first- and second-level spell (once per day). It radiates evil and magic, and is cold to the touch. Aulus will close up the altar and put it with his belongings without allowing the party to see it if he goes with them, avoiding questions about it.

Aulus: AL CE; AC 1; MV 12; C13; hp 75; THAC0 12; #AT 1 (3/2 with the

mace); Dmg by spell or weapon type; S 12, D 9, C 15, I 13, W 17, Ch 8; ML 17; XP 8,000; *plate mail +2* (always worn); *mace of speed +1* (as a *scimitar of speed); brooch of shielding; iron bands of Bilarro;* scroll with four *heal* spells; red velvet drawstring pouch holding seven pieces of chalcedony (50 gp value each), a violet garnet (500 gp value), 21 pp, 12 gp, and a thin glass vial of contact poison (can be thrown as a missile and has a 60% chance to shatter; if it comes in contact with exposed flesh, will cause a comatose slumber for 7-10 days unless a save is made or it is neutralized).

Spells: *curse, cure light wounds* (×3), *cause fear* (×2), *protection from good, sanctuary, heat metal, hold person* (×3), *know alignment, spiritual hammer* (×2), *wyvern watch, animate dead, cause blindness, dispel magic* (×2), *meld into stone, bestow curse, cause paralysis, cloak of fear, cure serious wounds, cause serious wounds, protection from good 10' radius, flame strike, cure critical wounds, blade barrier, heal.*

32. Guest Bedroom. Like the other bedchambers on this level, this room is comfortably and finely appointed, dominated by a canopied bed and a large wardrobe. At this time, however, the room is unoccupied.

33. Yae Jura's Bedchamber. The door to this room (furnished like the other guest rooms) is locked. It is currently occupied by Yae Jura, an ogre mage. If a previous encounter has not made it unlikely, both he and Pandarus, the mind flayer, will be here. These two have recently decided that aligning themselves and their tribes with Draskilion is not a good idea, and they were planning on leaving tomorrow. However, they have discovered that their own philosophies are quite compatible, and the pair had been enjoying a pleasant conversation about dominating the inferior races when the archmage's accident occurred. Yae Jura and Pandarus, though unaware of the unearthly visitors who have already arrived or on their way, have been considering taking over the castle.

Their camaraderie, however, is short lived. When Yae Jura hears anyone trying to open the lock, he *polymorphs* to elf form. When the party enters the room, he acts as though he is holding Pandarus at bay with his sword and states that the mind flayer is involved in all the mayhem. The mind flayer replies that Yae Jura is actually an evil shape changer who *polymorphed* Pandarus into his present false form. If the PCs accept the ogre mage's story, he will fight with them to slay Pandarus and then accompany the adventurers, waiting for the right moment to escape or betray them. If they believe Pandarus, he will assist in dispatching Yae Jura (who immediately assumes his real form). After the fight, however, Pandarus resists offers to return him to his "real" form, stating that perhaps this present form will help to frighten other evil beings the party might come across. He, too, will seek an opportunity to escape or betray the party. If the PCs indicate they would like to test both of the creatures' stories, the two evil beings turn on the party, deciding to deal with one another's treachery after the threat of the adventurers is gone.

The dresser holds the ogre mage's clothes, and in the wardrobe hangs a heavy coat and two robes. The nightstand is empty, though a book dealing with the history of Draskilion's homeland lies on top of it. The chest is unlocked and contains two thick blankets folded atop a large locked strongbox containing 44 gp, a 100-gp alexandrite, and a 1,000-gp opal. A jade ring (80 gp value) with *Nystul's magic aura* cast on it also lies in this box.

Yae Jura (ogre mage): Int exceptional; AL LE; AC 4; MV 9, fly 15 (B); HD 5+2; hp 34; THAC0 15; #AT 1; Dmg 1-12; SA magic spells; SZ L; ML 13; XP 420; MC; *long sword +1; 48 gp in pouch.*

Pandarus (mind flayer): Int genius; AL LE; AC 5; MV 12; HD 8+4; hp 50; THAC0 11; #AT 4; Dmg special; SA mind blast; MR 90%; SZ M; ML 15; XP 8,000; MC; white marble rod flecked with deep green indicating his ambassadorial post, dagger, silk purse containing 31 pp and a 50-gp bloodstone.

34. Balcony. A half dozen lawn chairs of bamboo sit on this platform. The balcony overlooks the courtyard (area 8) and the walkway (area 28). However, neither can be accessed due to the sorcery that prevents unwanted matter from passing through to the outside, much like the windows of the keep (see "Standard Castle Features").

35. & 36. Prisons. Various actions on the upper levels will cause an individual to be *teleported* into one of these exitless cubicles. Straw is strewn about the floors, and each room has a small wooden stool and a ceramic chamber pot. Both small rooms have *continual darkness* and permanent *silence* spells cast on them. Only a person standing at point A or B, touching the wall of the occupied cubicle, and speaking the command word ("nervi") can release someone so imprisoned. These prisons do not function like area 10. Only certain actions on the upper levels (see areas 39 and 40 for examples) will cause a person to be trapped, not the speaking of a command word by another person. All apprentices as well as Aulus, Fadimon, Coeulmon, and Macro are aware of how these rooms function.

Fourth Floor

Sorcerous traps set on this level and above—with the exception of Draskilion's own private chambers, areas 39-41—can be temporarily disarmed if a magical key is waved in front of the activating rune or sigil.

37. Audience Chamber. Important visitors were often brought to this chamber to meet personally with Draskilion. Like the other lounges, it is comfortably furnished with rugs, sofas, chairs, and tables. In addition, a wine rack stands against the center of the west wall. Next to it is a table upon which are seven crystal goblets (50 gp value each). Crossed axes, swords, and shields hang on the walls.

38. Anteroom. Only the most important guests met with Draskilion in this room. Three couches, light green and filled with goose down, are designed for reclining. A thick burgundy rug covers most of the floor. A brass brazier filled with glowing red coals hangs from the ceiling, and sitting on a long mahogany table is a large fish tank. The seven fish within look harmless enough, and a gold ring inset with an opal (1,250 gp value) lies at the bottom on blackish sand. But if anyone is so foolish as to put a hand in the tank, 1-4 of these "szeuko fish" (pets from Draskilion's homeland) will strike (as 7-HD monsters). A successful hit must be saved against at −2 due to the toxicity of the szeuko venom (the saving throw penalty is cumulative for multiple bites). Failure to save indicates the venom enters

the bloodstream, paralyzing the victim completely for 8-15 turns (times the number of successful bites). A *neutralize poison* spell is necessary to cancel the venom's effects.

Szeuko fish (7): Int animal; AL N; AC 5 (due to speed); MV swim 20; HD 1 hp each; THAC0 13; #AT 1; Dmg 1; SA poison; SZ S; ML 18; XP 35 each; new monster.

39. Draskilion's Bedchamber. No one has ever been in this room other than the arch-mage himself. The door is *wizard locked*, and the portal is inscribed with a *symbol* (pain). This room is similar to other bedchambers. A large canopied bed, dresser, wardrobe, large chest, small writing desk, and chair fill the room. The floor is thickly carpeted, and three portraits (one of a dwarf in colorful silks, a second of a drow mother and her child, and a third of six fomorian giants sitting at a table playing a game with cards and bones) hang on the walls. Each of the portraits has *Nystul's magic aura* cast on it, and a trick of the artist makes a card in the hand of one giant and a bone in the hand of another appear to glow.

The dresser holds winter clothing, and among the items in the wardrobe are four finely woven ceremonial robes. Unfortunately, whoever opens the wardrobe is instantly *teleported* to area 36 unless a save vs. spells is made at −3 or the command word "dorium," carved on the inside of the right-hand door, is spoken. Those watching will see this person turn to dust and blow away unless they disbelieve the illusion.

The chest is locked and the person who opens it will set off a *sepia snake sigil*. Within are four heavy blankets and a large locked strongbox holding a silver ring inset with two small rubies (2,150 gp value), a platinum scepter (8,000 gp value), 12 peridots (500 gp value each), and a *cube of frost resistance*.

There are no other items of interest in this room. The arch-mage brought his most important possessions with him to area 50, where they were obliterated in the recent accident.

40. Study. This room has a great oak desk and a small bookcase. Most of the books are on subjects related to sorcery and mathematics. However, a *vacuous grimoire* and a *libram of ineffable damnation* also lie among these tomes. The desk is littered with indecipherable notes on a plethora of topics, atop which sit a quill and ink bottle. Anyone touching the desk or any item on it without first speaking the command word ("lelusa," which is carved in the wood beneath the cushion of the desk chair) will be instantly *teleported* to area 35. Observers see this person shrink to nothingness unless the illusion is successfully disbelieved.

In one drawer of the desk is a set of *Nolzur's marvelous pigments*, complete with brush. A second drawer, though empty, is *fire trapped* and does 1d4 + 23 hp damage when opened. A secret compartment hidden by the papers atop the desk contains a *book of infinite spells* (25 pages). A small, poisonous spider has made its home within the binding of this text. It attacks with a THAC0 of 11 against a bare hand, and its poison is saved against at −2. If the save is failed, the bitten hand, arm, and shoulder quickly swell up to double normal size. Armor and restrictive clothing will have to be removed. The victim will be unable to use this appendage and will suffer considerable pain and discomfort for 2-3 weeks or until the poison is neutralized by magical means. The spider may be slain by any strike against it (AC 10), though someone using bare skin risks being bitten.

41. Walk-In Closet. Dozens of expensive coats and robes of expert manufacture hang on racks in this room. Various pieces of footwear and a few hats lie scattered on the floor. Touching a garment sets off a powerful *audible glamer* of a growling beast, and an additional *audible glamer* will be set off every time an item is touched. If items are removed from the closet, the sounds seem to follow at a distance, always coming from around a corner or from the shadows. This will persist until dispelled or the items are removed from the castle.

42. Bare Room. Though the arch-mage had plans for this chamber, it is currently not in use and is completely bare. The door is locked.

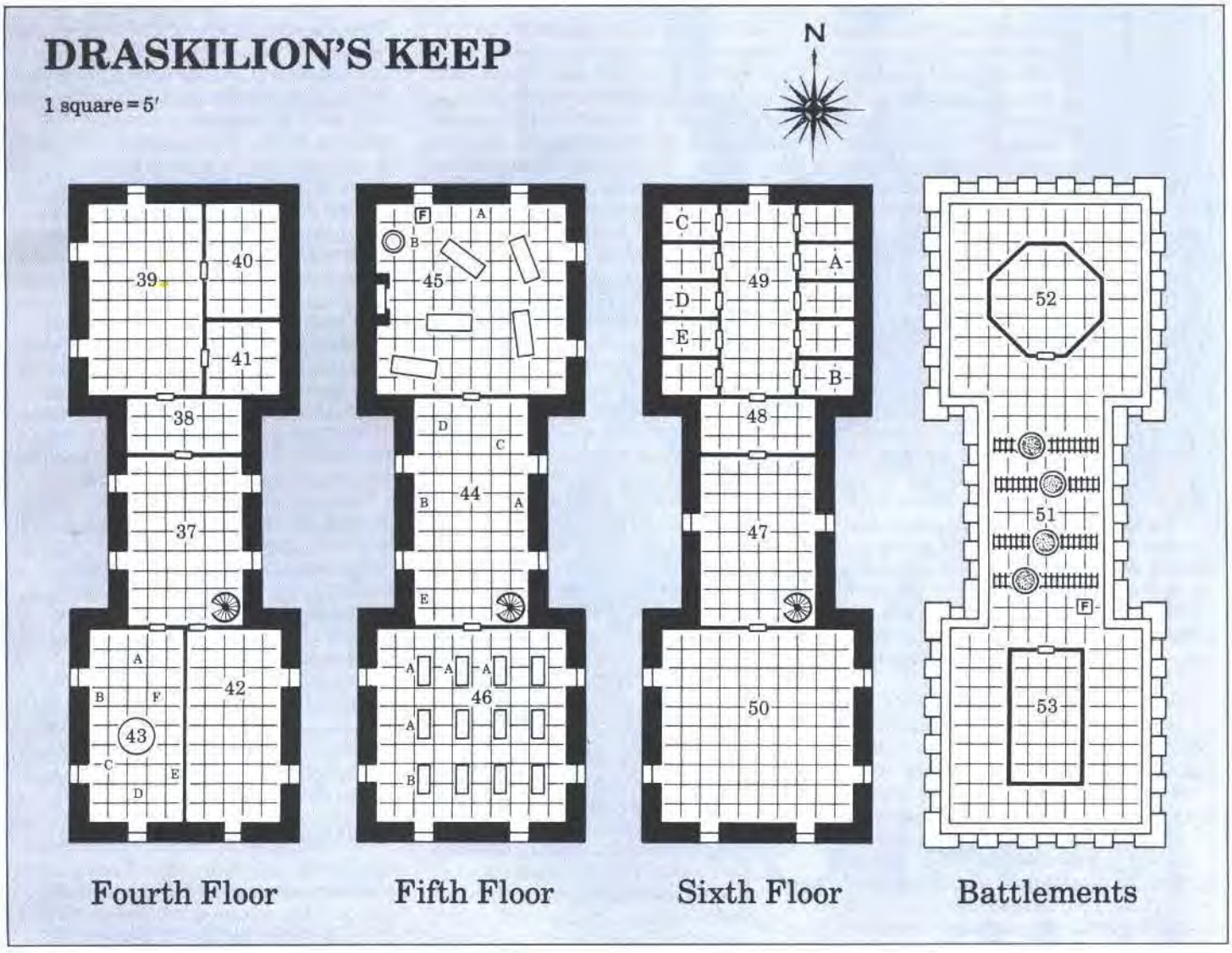
43. Divination Chamber. It is in this chamber that Draskilion and his apprentices cast divination-type spells and communicated with various allies and supernatural beings. The room is filled with dozens of mirrors of all shapes and sizes. All radiate magic faintly, but this is due to residue from repeated casting of spells on them. There are also six cheval glasses on wheels (framed full-length mirrors swung between two uprights), all of which radiate a somewhat stronger magic. These are detailed below.

A large circle (14' in diameter) of strange glyphs and sigils that also radiate magic, drawn in red and purple chalk, occupies the center of the room. When a cheval glass is wheeled into this area, no one outside of the circle can be harmed in any way by accidents that occur within the circle.

Some of these mirrors explode when destroyed. Such mirrors have a 40% chance of detonating or destroying adjacent cheval glasses, which have a 40% chance of doing the same to their neighboring mirrors, and so on. Gems inset into the mirrors will not be damaged in the explosion but will be flung about the room, requiring a search.

A. It is through this mirror that Draskilion communicates with two vampire brothers who live in his distant homeland. Touching any one of the four deep blue spinels (500 gp value each) set in the frame will summon Chelcias and Esaul to their own mirror, thousands of miles away, within 2-4 rounds. They cannot harm or be harmed through the mirror, though they can use their gaze attacks to affect anyone looking into the glass. Individuals *charmed* in this way will be given directions by the vampires to the cell room (area 49) where they should go "for safety" and will be told to turn themselves over to the guards there. Prying out a stone or smashing the glass will cause an explosion, doing 4d6 hp damage to those within a 10' radius.

B. By using this cheval glass, Bueli contacts his illusionist friend Colhure. Touching one of the three jasper pieces (50 gp value each) has a 60% chance of summoning the illusionist to his own mirror in his home 350 miles to the southwest in 1-3 rounds. Colhure is a 12th-level specialist wizard, but only the following of his spells can affect those viewing him through the mirror: *color spray* (×2), *hypnotism*, *blindness* (×2). No other magic can be transmitted through this cheval glass. He will employ these spells if it is obvious that the party is a group of intruders. This evil man will most assuredly be found with Bueli some time in the party's future if Bueli escapes from the castle. Prying out a stone or smashing the glass causes a 3d6-hp explosion in a 7' radius.



C. This cheval glass is covered with a paint-spattered cloth and is actually a *mirror of opposition.* If destroyed, it will not explode. If uncovered, it functions as is stated in the 2nd Edition *DMG,* page 175.

D. This oval cheval glass contacts Quioskala the lich if two of the six inset pieces of amber (rich gold, 100 gp value each) are touched simultaneously. Anxious about her loaned texts, she will answer the mirror's summons immediately. Seeing these strangers at the other end, Quioskala will begin screaming at the party about her tomes and what unpleasant things she will do if they don't return them. If the lich has already dispatched her minions (see "Unearthly Visitors"), she now sends an additional group of five shadows who arrive at the castle in a single turn (Quioskala *teleports* them). If her first group has not yet been sent, she sends them immediately with a description of those she viewed in the mirror, and they also arrive (as described in "Unearthly Visitors") in but one turn. The lich will not rest until the party has been hunted down and killed if she views them in this mirror. Quioskala is a 24th-level wizard. Prying out a stone or smashing the glass sets off a 4d6-hp explosion in a 10′ radius.

E. This mirror is used by Draskilion when casting *contact other plane* spells, as he often does, without fear of inducing insanity. It can be thus used by anyone casting that spell while touching the peridot (500 gp value) set in the top of the frame. Prying out the stone will destroy this mirror's magic but no explosion will result. However, the person doing so will be instantly *teleported* to area 35, gem in hand.

F. This cheval glass is covered with another paint-spattered cloth. It is a *mirror of life trapping.* Inscribed around the frame of the mirror, over and over, is the name "Kizkahn." Anyone speaking a number between 1 and 14 along with this word will release the creature in the corresponding cell in the mirror (if the cell is occupied). If this mirror is in the chalked circle, those released from the mirror will not be able to move out of the circle unless a portion of the circle is washed away with a wet cloth.

Five of the fourteen cells are occupied:

Continued on page 46

NIGHT OF FEAR

BY MARK LUCAS

The deadliest enemy is in plain sight.

Artwork by Jim Holloway

Mark Lucas is a reporter for a daily newspaper, where he tilts at windmills and champions the hopeless on a regular basis. He is circulating three short stories and a screenplay for a high-action military movie. He is also researching a horror novel set in a modern New England mill town. Mark dedicates this module to the heroic stand by the Slayers of Darkness against the bullywug army at the Battle of Crellar's Trading Post.

"Night of Fear" is a D&D® adventure designed for one player and one DM to play in a single session. The adventurer may be a 1st-level character of any class. The player can chose to play one of the prerolled guests at the inn (see the Master Character List) or substitute any 1st-level character of his own.

This module is a cross between the murder mystery and horror genres. The situation emphasizes logic, observation, and role-playing, with only one climactic fight. The entire adventure takes place between midnight and dawn in Crellar's Trading Post. The trading post must be in an isolated frontier area where help is at least six hours away.

Before playing, the DM must familiarize himself with the various characters and the trading post. The contents of each room will probably be searched closely for clues.

For the Dungeon Master

Rudvarien, a doppleganger, has been prowling the frontier between civilization and the untamed wilderness. When he came upon Crellar's Trading Post today, he assumed the guise of a human (or demihuman) and rented a room for the night to enjoy the comforts of shelter. When he noticed the prosperity of the trading post, Rudvarien decided to end his wanderings and take over the establishment.

In the middle of the night, Rudvarien crept downstairs to kill Crellar in his sleep and substitute himself for the trader. However, Crellar's faithful dog smelled that Rudvarien was not human and attacked the doppleganger. In the loud fight that followed, the dog inflicted 4 hp damage on Rudvarien before the doppleganger killed it.

As the inhabitants of the inn awake and come running, Rudvarien stuffs the dead dog up the chimney and reverts to his disguise as a guest. He easily joins

the crowd to help search for the mysterious intruder. The DM can initially give Rudvarien the identity of any guest (other than the player character!).

A Call to Arms!

To begin the adventure, read or paraphrase the following to the player:

> You've been traveling the frontier of civilization for days in search of adventure. At the end of this day, you checked into an isolated, rustic inn called Crellar's Trading Post. The Crellars are hardy, self-reliant folks, and the trading post is a sturdy stone structure. When you and the other guests retire to your rooms and settle in to sleep, you feel safe and secure.
>
> In the middle of the night, you awake to a horrific din of barking, growling, and screaming from downstairs. Within seconds, you hear running feet, pounding on doors, and a call to arms: "Everyone up! Gear for battle! The trading post is under attack!"

The noise subsides quickly. By the time the PC exits his room, the second floor hallway is dark and deserted. The DM may start the PC in any of the empty guest rooms (marked with Xs) on the second floor. A glow of light and the murmur of excited voices comes up the west staircase leading down to the barroom (area 1).

If the PC goes downstairs into area 1, read the following:

> You find the five members of the Crellar family and the other guests gathered around a puddle of blood on the barroom floor. Crellar addresses the circle of worried faces by the light of his lantern.
>
> "It looks like we have an intruder, folks. I can't find my guard dog, Bone Breaker, and this looks like his fur in the blood. We'd better split up and search the place. My family will search your rooms upstairs. You guests search the first floor and the barn. All the outside doors should be locked by my key, and the window shutters should be closed and bolted from the inside. Let me know if you find the intruder or where he broke in.
>
> "And be careful. Bone Breaker was the toughest dog I ever had."

By questioning Crellar further, the following information can be learned: Bone Breaker patrols the first floor at night to protect the strongboxes from thieves. Crellar was the first person to arrive in the empty bar. He saw nothing but the puddle of blood.

Rudvarien is too arrogant to be chased into the night at sword point by a bunch of "inferior" humans. He still intends to kill Crellar and replace the jovial trader, but he will not purposely kill Crellar's family, because they are to be the doppleganger's free work force.

Using his shapechanging abilities, Rudvarien will attempt to kill off the guests one at a time, when each is alone. He always hides the bodies so he can impersonate a wide range of people without raising suspicion. He will slip in and out of the group of searchers whenever it is to his advantage. Rudvarien is telepathic and very bright; the DM should play him to the best of his ability.

The rest is up to the PC. He and the NPC guests start their search in area 1, the barroom.

Crellar's Trading Post, First Floor

1. Barroom. This area contains seven small tables, a bar to the east, and a coat stand in the southwest corner. A fireplace on the west wall warmly lights this room during business hours. Now, the vast bar is dark and foreboding. A staircase in the northwest corner leads up to the second floor. It has a wooden railing but is not otherwise enclosed. Brown fur floats in a puddle of fresh blood near the center of the room.

A small pile of logs sits on the 1'-high granite hearth along with a set of brass chimney tools (poker, bellows, etc.; the set is worth only 1 gp). Above, on the slate mantle is a tinder box. The stuffed head of a green dragon (worth 10 gp) is mounted over the mantle. Anyone who looks up the chimney must make a saving throw vs. paralysis or leap back in fear. This shock causes embarrassment but has no other effect aside from drama and suspense. Closer examination reveals that Crellar's dead guard dog, Bone Breaker, has been shoved up the chimney backward. Its forepaws and head dangle down, so the dead dog appears to be diving ferociously down the chimney. Pulling down the dog is as difficult as forcing open a door (indicating that the 150-lb. mastiff was shoved up the chimney with enormous strength). Close examination reveals that the dog was clubbed to death (by the doppleganger's fists). Thick ashes in the fireplace hide any blood that dripped from the corpse. A thief stripped of armor and gear could climb the chimney and help work the dog loose.

Four barstools are bolted to the floor on the west side of the bar. Hidden behind the bar are a club, a heavy crossbow, and a case containing 30 quarrels. A strongbox (locked and bolted to the bar) contains 1-10 of each coin type. Worthless glass mugs and towels are also under the bar. On the wall behind the bar, a shelf holds numerous kegs, jugs, and bottles containing a wide range of beverages (total value 10-60 gp). A large mirror hangs on the wall above this shelf.

An empty coat rack stands beside the locked door at the west end of the dining room, in the corner by the fireplace. A bulletin board, cluttered with business and government notices, hangs on the wall beside the rack. This is a good source of information leading to future employment and adventures.

2. Privy. A small privy with a dirt floor has been attached to the outside of Crellar's Trading Post. The sturdy door bolts from the inside only. The walls are shoddy, however, and someone could bust through them as easily as a door to get outside. The shack contains a bucket of lime and a few rags. Only a halfling or dwarf could squirm through the hole in the wooden toilet seat. The hole leads down to a 10' cubic pit whose bottom holds 2' of refuse and garbage. Two giant rats live in the muck and attack anyone who enters the pit. If the muck is searched for one turn, the PCs can find a leather pouch (dropped down the toilet by a drunken patron) containing a piece of onyx (value 50 gp).

Giant rats: AC 7; HD ½; hp 3, 1; #AT 1 bite; Dmg 1-3 plus disease; MV 120'(40'), swim 60'(20'); Save normal man; ML 8; AL N; XP 6; BD/36.

3. Kitchen. This room contains a large wooden table, a fireplace to the southeast, a sink to the north, and a counter to the east. No food is stored in this room.

Empty iron pots and grills hang in the fireplace. Someone could squeeze through here and emerge from the other side of the fireplace into Crellar's bed-

Master Character List

Krac (dwarf): AC 3; D1; hp 8; #AT 1; Dmg by weapon type; MV 60'(20'); Save D1; ML 9; AL L; S 12, I 7, W 7, D 12, C 16, Ch 7; plate mail, battle axe, six torches. Locked in Krac's room is a 50' rope and a leather bag holding 1 gp. Krac is brave and cooperative, but also slow of thought and hesitant in decisions. He will not attack anyone unless he is sure it is the doppleganger. His indecisiveness may cause him and others to die.

Brent (fighter): AC 2; F1; hp 2; #AT 1; Dmg by weapon type; MV 60'(20'); Save F1; ML 10; AL C; S 16, I 9, W 9, D 10, C 12, Ch 8; plate mail, shield, long sword, dagger, lantern. In his room, Brent has an oil flask, a quart bottle of wine, and rations for seven days. Brent is a headstrong bully who is almost as dangerous as the doppleganger. He is very insulting, but he always provokes the other guy into swinging first. Brent is determined to kill the intruder, no matter how many innocent people get hurt.

Galen (cleric): AC 3; C1; hp 6; #AT 1; Dmg by weapon type; MV 60'(20'); Save C1; ML 11; AL L; S 12, I 7, W 14, D 10, C 9, Ch 6; banded mail, shield, club, lantern, holy symbol, sling, 30 sling stones. In Galen's room are two vials of holy water, a water skin, a large sack, and 2 gp wrapped in a scrap of linen. Galen is a bombastic old evangelist. He is fearless and encouraging in the pursuit of the intruder. His inflexible convictions will not tolerate surrender, capture, or retreat in this "battle to the death with an agent of Chaos!"

Goddle (halfling): AC 4; H1; hp 5; #AT 1; Dmg by weapon type; MV 90'(30'); Save H1; ML 6; AL N; S 12, I 8, W 9, D 11, C 9, Ch 6; chain mail, shield, hammer, sling, 30 sling stones, backpack, wolfsbane, mirror, iron rations (enough for a week), one vial of holy water, 3 gp. Goddle is a boastful wisecracker. Once he realizes the danger, he may panic.

Mirapesh (thief): AC 7; T1; hp 3; #AT 1; Dmg by weapon type; MV 120'(40'); Save T1; ML 5; AL N; S 12, I 7, W 8, D 13, C 9, Ch 9; leather armor, long sword, four silvered daggers. Locked in his room are thieves' tools, a tinder box, a mirror, a week's worth of rations, and 2 gp. Mirapesh is cheerful and light hearted but not brave. He wants to get through the night with no fuss and a whole skin.

Lyons (magic-user): AC 9, M1; hp 3; #AT 1; Dmg by spell or weapon type; MV 120'(40'); Save M1; ML 8; AL N; S 8, I 13, W 7, D 10, C 10, Ch 7; silver dagger, dagger, backpack, flask of oil, holy symbol, one vial of holy water, tinder box, wolfsbane, water skin, lantern, quart of wine, 12 iron spikes and a small hammer, 5 gp. Lyons has left nothing in her room. She used her one spell yesterday and has not rested enough to learn a new one tonight (a magic-user who cannot cast a spell might become the object of suspicion before the night is over). Her spell book contains *magic missile* and *light* spells. Lyons is smart, greedy, independent, and suspicious of others.

Lif (elf): AC 4, E1; hp 1; #AT 1; Dmg by weapon type; MV 60'(20'); Save E1; ML 8; AL L; S 15, I 14, W 6, D 10, C 12, Ch 5; chain mail, shield, two hand axes, short bow, quiver with 19 arrows and one silver-tipped arrow. In his room Lif keeps enough rations for seven days as well as an oil flask, six torches, a tinder box, and 50' of rope. Lif is logical, calm, and quiet. He currently has a *detect magic* spell memorized. His spell book also contains a *shield* spell. He is an invaluable resource, but he has no patience with fools and falls silent in the face of stubborn and pushy people.

Rudvarien (doppleganger): AC 5; HD 4*; hp 21 (currently 17); #AT 1; Dmg 1-12; MV 90'(30'); Save F8; ML 8; AL C; XP 125; BD/28. A doppleganger can assume the size and shape of any humanoid creature from 4'-7' tall. Dopplegangers can also read the surface thoughts of any one creature up to 60' away. Rudvarien starts with the shape, gear, and personality of one of the guests previously listed. In his room, he keeps 266 gp and a *long sword +1, +3 vs. dragons* locked in his footlocker. Rudvarien is smart and deceitful.

Crellar (trader): AC 6; F1; hp 8; #AT 1; Dmg by weapon type; MV 120'(40'); Save F1; ML 9; AL L; leather armor, shield, club, crossbow, case with 30 quarrels, keys to all the locks in the trading post. Crellar is a good-natured, heavyset man. He is quietly proud of establishing a trading post and raising a hardy family at the edge of the wilderness.

Gertrude (Crellar's wife): AC 6; F1; hp 3; #AT 1; Dmg by weapon type; MV 120'(40'); Save F1; ML 9; AL L; leather armor, shield, club, crossbow, case with 30 quarrels; keys to trading post locks. Gertrude is a heavy woman with a loud and pushy disposition. Despite her frequent complaints and criticisms, she loves her family and is very generous and helpful. She, like her family, has acquired some fighting experience from past orc raids on the outpost.

Kellogg (Crellar's older son): AC 6; F1; hp 4; #AT 1; Dmg by weapon type; MV 120'(40'); Save F1; ML 8; AL L; leather armor, shield, club, crossbow, case with 30 quarrels, keys to front door of trading post and room shared with his brother. Kellogg is 24 years old, a quiet young man who is subservient to his father. Although he has seen many barroom brawls and orc raids, he still might panic if faced with prolonged stress and danger.

Kelsey (Crellar's younger son): AC 6; F1; hp 4; #AT 1; Dmg by weapon type; MV 120'(40'); Save F1; ML 6; AL L; leather armor, shield, club, crossbow, 30 quarrels, keys to front door and room he shares with Kellogg. Kelsey is 17, energetic, and enthusiastic. He idolizes professional adventurers and hopes to become one someday. However, he is likely to panic if faced with stress and danger.

Mary (Crellar's daughter): AC 6; F1; hp 3; #AT 4; Dmg by weapon type; MV 120'(40'); Save F1; ML 6; AL L; leather armor, shield, club, crossbow, 30 quarrels, keys to front door and all interior doors. Mary is 18, quiet, and pretty. Like her brothers, she is likely to panic in a real fight, though she has some fighting skill.

room (area 6). A thief stripped of armor and gear could climb up the chimney to the roof.

Over the counter hang pans and large utensils such as knives and meat cleavers. Under the counter are large cabinets for spices and wooden plates and utensils. A man-sized creature could easily hide in some of these cabinets.

Dirty dishes and utensils soak in the sudsy water of the sink. A cabinet under the sink contains soap, rags, and kegs of water.

4. Lobby. An open staircase with a bannister winds up to the second floor here. A potted plant sits at the bottom of the stairs. A cabinet hangs on the west wall behind the front counter.

A small worthless copper bell sits atop the front counter. A quill, ink pot, and register book also rest on the counter. The book lists everyone who has checked in and out of the inn over the past three months. All of the current guests checked in today. If the book is read for one turn, it reveals that only Goddle (see the Master Character List) is a regular visitor. (This may remove him from suspicion until the shapeshifting nature of the intruder is discovered.) A loaded heavy crossbow is strapped under the counter. If Crellar has serious trouble with a visitor, he can reach down and fire the weapon through the flimsy front of the wooden counter (+2 to hit anyone in front of the counter because of surprise). A locked strongbox bolted under the counter contains 1-10 of every coin type.

The locked cabinet contains labeled keys to each guest room on the second floor. Crellar keeps his emergency wealth buried in the soil of the potted fern. It contains a small leather pouch with 1-4 gems, each worth 50 gp.

5. Shop. This locked room contains a counter to the west, a large table in the center, and shelves along the north and south walls. This is the trading post where Crellar buys, sells, and swaps goods for a profit. He will offer to buy almost anything for half its real value. He then resells the item at full value.

Bolted beneath the counter is another locked strongbox, containing 1-20 of each coin type. A list of the shop's inventory and a club are also kept under the counter.

The shelves and tables contain a mix of items. At any time, the shop contains

NPC Actions and Suggestions

After each incident or clue found (or at least once per turn), some of the NPCs should have the following reactions. The DM can choose reactions that are appropriate to the circumstances or can roll 1d8 to select an NPC, then 1d4 for that character's reaction. Other reactions can be added, so long as they are in character for each NPC. Always have the NPCs react appropriately to each other's theories. Elaborate each suggestion and role-play debates with the PC.

1. Krac
1. "Perhaps the intruder is not hostile and killed only in self-defense."
2. "Could we be dealing with more than one intruder?"
3. "No matter what happens, we must all stay together."
4. "Wouldn't it be awful if one of us were really some sort of shapeshifter."

2. Brent
1. "I think one of us killed that mangy mutt and there *is* no intruder."
2. "I think you're the killer!" Brent accuses someone randomly.
3. Brent sneaks away from the group to get a free drink at the bar.
4. Brent hears something in an adjoining room and charges off alone.

3. Galen
1. "I think the intruder has already fled the trading post."
2. "I hope we are still asleep and this is just a terrible nightmare."
3. "Where are you? Cowardly monster! I challenge you to face me!"
4. "Perhaps one of us is a vampire."

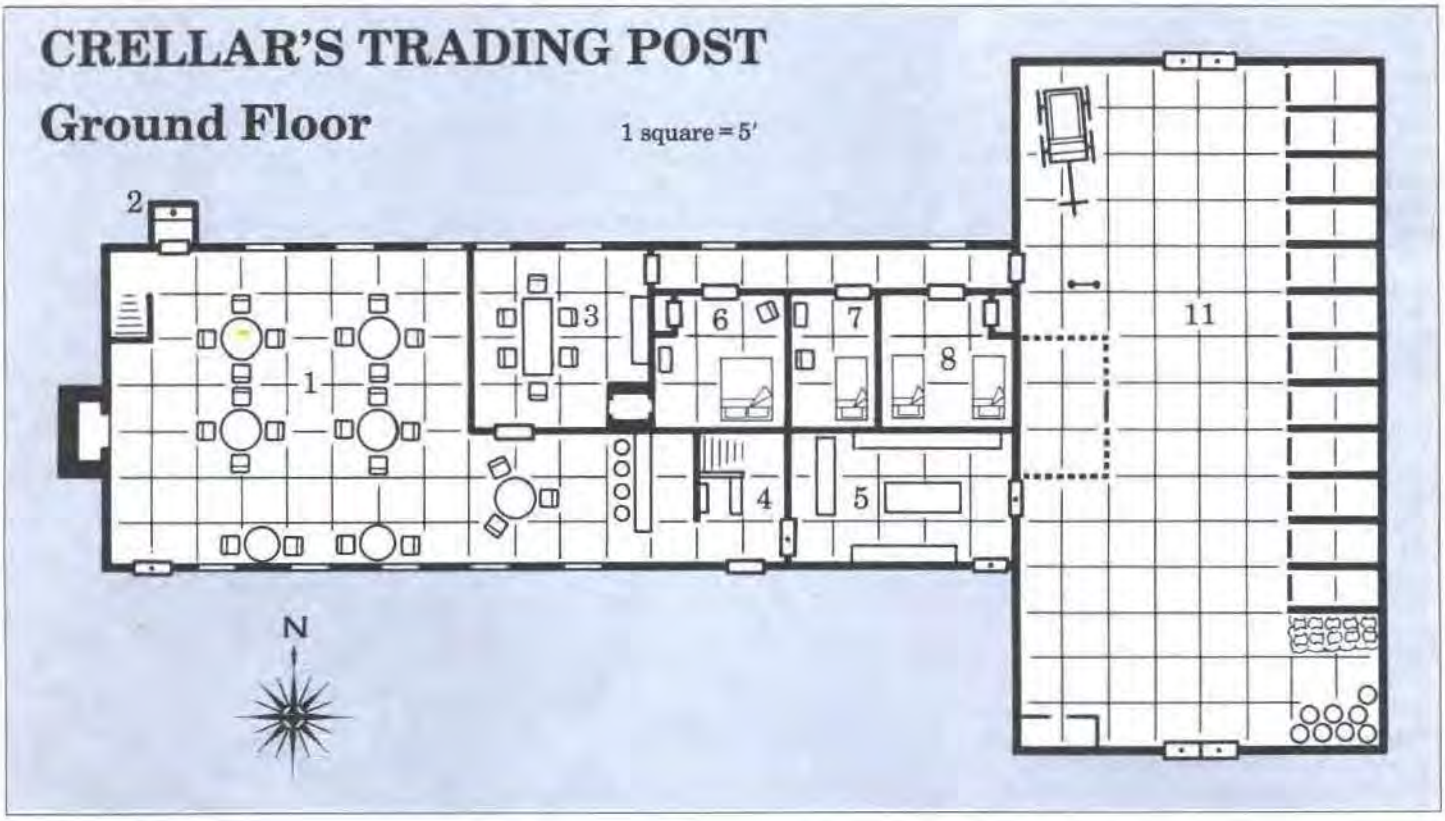
4. Goddle
1. "Hey, maybe the intruder isn't even human."
2. "We have only one chance! We should all barricade ourselves into one room together and wait until more people arrive in the morning." (See "Concluding the Adventure" for the results of this strategy.)
3. "We're all doomed! This creature is going to kill us one at a time, and there's nothing we can do!" He goes hysterical until slapped.
4. Goddle slips away from the group and jumps out a window to flee the trading post. After an hour alone in the dark woods, he timidly knocks on the front door.

5. Mirapesh
1. "This search is futile. I say we set a trap to catch the intruder."
2. Mirapesh slips away from the group to break into a strongbox.
3. "Let's find out what the intruder wants and just give it to him!"
4. "If we surrender now, maybe the monster will be merciful." (He's wrong.)

6. Lyons
1. "For all we know, Crellar plays this hoax on all his guests. He's probably upstairs looting our rooms right now."
2. "This place is too big. Let's split into smaller search parties."
3. "Perhaps the intruder is after one of us in particular. Are any of you being followed by an old enemy with a grudge?"
4. "Perhaps one of us is really a doppleganger."

7. Lif
1. "Maybe we're dealing with a winged creature that flew down a chimney."
2. "Perhaps one of us is a lycanthrope, such as a werewolf."
3. "Maybe we can use a spell to determine which of us is the monster."
4. "I keep wondering why the intruder attacked the guard dog first."

8. Rudvarien
1. Rudvarien comes to the group disguised as Crellar and says to an NPC, "Come upstairs with me. There is something in your room I'd like you to explain."
2. The monster appears as Crellar's daughter, Mary, to seduce a male guest into a private rendezvous/ambush.
3. Rudvarien impersonates an NPC who was separated from the group, claiming to have been struck from behind, robbed, and left unconscious. When the real NPC returns later, the group will wrongly think he or she is the monster.
4. Rudvarien slips away from the guests and goes upstairs. Disguised as the PC, he briefly attacks Crellar and flees back downstairs. This will cast much suspicion on the PC and lead to some interesting role-playing!



0-3 of any item listed on page 29 of the Basic Set *Players Handbook*. The shop never contains magical items. The total value of the inventory is 100-600 gp at any given time. There is enough space beneath the table and on some of the empty shelves to hide a man-sized creature.

6. Crellar's Room. This room contains a double bed in the southeast corner. This is where Crellar and his wife, Gertrude, sleep. There is also a chest of drawers beside the fireplace, a closet in the northwest corner, and a chair at the foot of the bed. Someone could stoop through the fireplace and enter the kitchen (area 3) from here.

The closet contains Crellar's clothes. A tinder box and an unlit lantern sit on the chest of drawers, which contains Gertrude's clothing.

7. Mary's Room. The trader's sweet 18-year-old daughter lives here, but the room is empty now. There is a bed along the south wall. The room also contains a chest of drawers and a chair.

On the bed is a book entitled *Age-Old Fairy Tales*, by Hussan Ogar. Ironically, if one turn is spent skimming through the book, a story about a doppleganger can be found. The story contains a detailed description of the doppleganger's powers. However, one part is inaccurate. The fairy tale states that, in all of its shapes, a doppleganger retains its gray eyes. Of all the inn's occupants, only Galen (see the Master Character List) has gray eyes. From the placement of her bookmark, Mary has not yet read the tale of the doppleganger.

The following monsters are also described in *Age-Old Fairy Tales*. These descriptions can be used as "red herrings" to confuse the PC if the investigation is going too well: devil swine (ER/48), gargoyle (BD/30), medusa (BD/34), ogre (BD/35), werebear (BD/33), vampire (ER/57).

An unlit lantern and a tinder box sit on the chest of drawers, which contains Mary's spare clothes.

8. Sons' Room. Crellar's two sons, Kellogg and Kelsey, live here. This room contains a closet and two beds. The closet holds only spare clothes.

Crellar's Trading Post, Second Floor

9. Guest Rooms. Each of these rooms is the same; Crellar rents them to guests for 1 gp per night. Each room comes with a chest of drawers and a bed. A pottery pitcher full of water and a pottery basin sit on the chest of drawers. A footlocker is under the bed. In the footlocker is the key, so that guests can lock their valuables inside. Guests usually lock their doors when they leave their rooms or when they are asleep.

The empty rooms (marked with Xs) are unlocked. Some of the guests' gear has been left locked in their rooms. The DM can randomly determine which rooms are occupied by the inn's paying guests.

10. Bathroom. This small room holds a primitive wooden bathtub. A makeshift box with holes in the bottom is rigged over the tub. When filled with water, the box serves as a crude shower. The room also contains jars of soap, kegs of water, and towels. The room is usually quite warm because it was built beside the chimney.

CRELLAR'S TRADING POST

Second Floor

1 square = 5′

The Barn

11. Stable. The double doors at each end of the barn are barred from the inside at night. Read the following description aloud the first time the PC enters the barn:

> The familiar smells of farm animals and manure greet your nostrils as you enter. The stables are fairly clean and sprinkled with straw. You can hear the animals shuffling nervously in their stalls.

The stone barn contains 12 stalls along the east wall, a ladder to the loft, a horse-drawn cart, a coop containing 25 chickens against the south wall, and two stacks of sacks and kegs containing 100 gp worth of food. Two unlit lanterns and several wooden buckets hang on the wooden support beams. Tools also hang on the southeast wall. These farm implements are equal to a battle axe, a hand axe, a war hammer, and three pole arms. A large pen against the west wall houses a bull that will attack anything he can reach.

Bull: AC 7; HD 4; hp 22; #AT 1; Dmg 1-6; MV 240′(80′); Save F2; ML 5; AL N; XP 35; ER/46 (animal herd).

Each stall contains one animal. From north to south, the stalls contain Crellar's two draft horses, two pigs, three sheep, and two goats. The three southernmost stalls are empty. Any steeds or pets brought by the customers may be kept here overnight.

Each time the doppleganger enters the barn, regardless of his shape, the farm animals become highly agitated because they can smell he is not a human or typical demihuman. The animals will snort, kick their stalls, and rear up in alarm in Rudvarien's presence.

12. Hayloft. The hayloft extends only two-thirds of the length of the barn. The loft floor ends abruptly with no railing, and it is a 10′ drop to the floor of the barn from here. The loft contains several stacks of hay, sacks of grain, water barrels, and other animal food. These stacks are large enough to conceal a man-sized creature. The only other entrance to the loft is an unlocked door in the south wall that opens 10′ above the ground. A flying creature could have entered this door without leaving any damage.

Concluding the Adventure

There are several ways to defeat the doppleganger. As smart as he is, Rudvarien still does not realize that domesticated animals can smell that he is not human. He will figure this out only if he reads it in the mind of an opponent. The barn contains many animals that can be used as "doppleganger detectors."

The group may also find the body of someone Rudvarien is currently impersonating. If the doppleganger knows this is about to happen, he slips to the rear of the group and leaves before the body is found. Only a very alert player can prevent this from happening.

Optional Rule: To be fair, the DM can occasionally rearrange the miniatures representing the search party. If the DM can remove Rudvarien's figure from the board by sleight of hand without the player noticing, the doppleganger has slipped away unnoticed by the PC.

Close inspection can reveal that the doppleganger (in whatever form he takes) has been wounded (by the guard dog and perhaps by his later victims). Rudvarien, in character as whomever

Continued on page 69

Continued from page 39

Cell 2: A giant bumblebee has been a resident of this mirror for many years, even before Draskilion found it.

Bee, giant: Int low; AL N; AC 5; MV 6, fly 24 (E); HD 6+4; hp 31; THAC0 13; #AT 1; Dmg 1-6 plus poison; SZ L; ML 11; XP 975; MM2/17.

Cell 7: Nestor, a half-elf, is imprisoned here. Long ago in Draskilion's homeland, Nestor's younger brother Grendel somehow angered the arch-mage. Grendel vanished and soon afterward Draskilion fled west. After consulting oracles, Nestor was convinced that his brother was still alive and went searching for him. He has been in the West for 10 years and finally discovered the arch-mage's keep only a few days ago. Nestor was quickly dealt with upon his arrival, without being disarmed. Still sure his brother lives, Nestor will ally himself with the PCs if they agree to help release Grendel when he is found. (Grendel's whereabouts are not detailed in this module—this is another opportunity for further adventure of the DM's own devising.) If told about the amulet and what happened to the arch-mage (Fadimon's false story), Nestor will encourage the party to find the amulet but use it to completely destroy Draskilion. This may prove disastrous advice.

Nestor: AL N; AC 4; MV 12; D9; hp 42; THAC0 16; #AT 1; Dmg by spell or weapon type; S 11, D 12, C 9, I 14, W 15, Ch 16; ML 14; *padded armor +2; ring of protection +2;* potion of *fire breath; oil of sharpness* (+5, four applications); scroll with *cure critical wounds, feeblemind, wall of thorns;* scroll with *finger of death* and *fire storm;* normal scimitar; half dozen darts; purse containing 17 gp, 12 sp, 15 cp, and a 50-gp garnet.

Spells: *animal friendship, cure light wounds, detect magic, invisibility to animals, purify food & drink, charm person or mammal* (×3), *heat metal, speak with animals, hold animal, tree, cure disease, neutralize poison, speak with plants, insect plague.*

Cell 9: Ullin of Huopôl is trapped in this cell. After taking a vow of silence at his monastery in distant Huopôl (far to the south), this ebony-skinned man was making a great trek as penance for harming another brother of his order. Residents of Draskilion's keep have made a habit of apprehending many travelers who came too close, and Ullin did just that on his way north.

Ullin has been imprisoned in this mirror about a month and wishes to be on his way to complete his penance. He has little in the way of possessions and thus will reward his liberators by performing one service. The DM should determine what this service will be, though it should entail Ullin using his abilities to somehow help the party. He will not break his vow of silence, communicating in nods and signs or in writing (he speaks only his native tongue, an Eastern dialect). Nor will he stay with the party long, departing as soon as he has rendered some help. He will accept no reward for his service.

Ullin: AL LN; AC 5; MV 21; Monk7 (as per 1st Edition *PHB);* hp 36; THAC0 17; #AT 3/2; Dmg 3-9 or by weapon type (+3.5); S 15, D 16, C 16, I 12, W 15, Ch 9; Monk abilities: A-E (1PHB/31), may fall 30' without harm when within 4' of a wall, special saves vs. missile or spell attacks, 22% chance to be surprised; thieving abilities: OL 57%, F/RT 50%, MS 55%, HS 43%, HN 25%, CW 94%; ML 15; 1PHB/30; jo stick +2; horn of fog; ring of jumping; dagger; set of thieving tools; sackcloth pouch containing 2 gp, 8 sp, and 21 cp.

Cell 11: As cell 2.

Cell 12: Ouchoke the minotaur is held here. Apparently, he is a minor servant of Chalol and has information that has been helpful to the arch-mage. He has no weapon but will attack immediately, trying to wrest a weapon from someone nearby.

Minotaur: Int low; AL CE; AC 6; MV 12; HD 6+3; hp 37; THAC0 13; #AT 2; Dmg 2-8/2-8 or 1-4/by weapon type; SA grapple, charge; SD +2 bonus on surprise rolls; SZ L; ML 13; XP 1,400.

Fifth Floor

44. Scriptorium. This large, well-lit chamber is the scriptorium. It looks relatively bare save for five high drafting tables with stools, a large roll-top oak desk and chair (A) at the center of the north wall, and an odd-looking machine (B) on the south wall. The roll-top is locked but the desk drawers are not. These are filled with 82 sheets of papyrus, 51 sheets of parchment, and 28 sheets of vellum.

There are some two dozen smaller compartments and drawers beneath the roll-top, filled with about four dozen quills from a number of bizarre creatures—hieracosphinx, roc, harpy, pegasus, and others—all in preserving glass cases (the market value for these rare items is 50-200 gp each, though only a wizard or merchants of sorcerous items will be interested in such wares). Several cleaned glass ink jars are also here.

The machine on the south wall is for binding and rebinding books and has two vials of oil (used to lubricate the thing) sitting by it.

All the desks are cluttered with sheets of paper and projects in varying stages of completion. Draskilion required his apprentices to recopy aging tomes, make scrolls, and do research, but only two desks have items of true interest:

C. Tipia was in the process of inscribing a scroll at this desk when Draskilion had his accident. She had already completed *ice storm* and *Rary's mnemonic enhancer* on this sheet of vellum and was close to finishing a *shout* spell. Only careful examination will reveal that this third spell is not yet complete. The first two can be utilized normally, but reading the third will wipe the sheet clean (and, of course, the *shout* spell will be ineffective), ruining either of the first two if they remain.

D. At this desk, Lebaddin was recopying *Controlling Beasts of the Abyss, a book detailing the use of gate*-type spells. Underneath this opened text is a scroll with the spells *gate* and *bind* inscribed on it.

E. If Tipia has not yet been encountered, she will be found here under the guise of an *improved invisibility* spell. She will remain hidden as long as she can and attempt to harm the party if the opportunity presents itself. Tipia is a cynical woman with a volatile temper, though she is able to take on the appearance of a pleasant, matronly type if she chooses.

Tipia: AL CE; AC 2; MV 12; W13; hp 42; THAC0 16; #AT 1; Dmg by spell or weapon type; S 8, D 12, C 15, I 16, W 9, Ch 10; ML 14; XP 7,000; *bracers of defense AC 4; cloak of protection +2;* two potions of *healing; philter of glibness;* scroll of *protection from magic* (×2); scroll with *Bigby's grasping hand* and *fear; ring of sustenance;* pouch containing 21 gp and two 100-gp alexandrites; silver ring on left hand (worth 60 gp); dagger.

Spells: *chill touch, color spray, protection from good, wall of fog* (×2), *alter self, continual light* (×2), *detect invisibility, spectral hand, dispel magic* (×2),

fireball, vampiric touch (×2), *enervation* (×2), *polymorph other, teleport* (×2), *transmute rock to mud, wall of iron, death fog, flesh to stone.*

45. Potion Lab. The door to this room is locked, and picking it triggers a *sepia snake sigil.* This large chamber is where magical potions and inks are manufactured. The walls are lined with shelves upon which sit jars of every shape, size, and color. These special preserving jars contain hundreds of different items used in the making of potions and inks: troll's blood, shrieker spores, ghost ectoplasm, nixie organs, basilisk eyes, rare roots and spices, powdered minerals and gems, strange woods, and other ingredients too numerous to name.

Littering the workbenches are various pieces of lab equipment: alembics, a device for crushing gems, scales, braziers, basins, jugs , etc. There is also a fireplace in the west wall. A locked cabinet on the north wall (A) contains seven vials of "neutralizer," a clear, syrupy substance developed by Varosi, Draskilion's imprisoned alchemist (area 49). "Neutralizer" will, if poured into a magical potion, render that potion impotent (two potions for each vial of neutralizer used). This liquid is used in a large vat (B) where ruined formulas are dumped. The liquid now in the vat is no longer magical but is terribly toxic (save vs. poison at −5 or die). Drinking "neutralizer" causes unconsciousness for 8-12 turns (save vs. poison at −2) but will otherwise cause no permanent damage. "Neutralizer" will not affect magical fountains or the like.

A maximum of 10 potions (determine randomly) may be stumbled across by those searching this chamber, one vial for every turn. However, it will be very difficult to distinguish these items from the other substances found here. A secret trapdoor in the floor in the northwest corner hides a compartment containing recipes for 12 potions and six types of ink (determine randomly). Leaning against the far side of the vat is a wooden case containing seven potions of *extra healing.*

46. Golem Lab. If the round doorknob to this locked portal is turned clockwise after the lock is picked, the one doing so will be instantly *teleported* to area 36. Turning the knob counterclockwise will open the door. The DM should have each player show how his PC opens the door.

This large chamber is the laboratory where golems were manufactured. There are a dozen 8′ × 3′ × 3′ stone blocks in this room, upon each of which is a flesh golem in some stage of completion. For this reason, the lab may at first be mistaken for a charnel house. Four of these golems (A) are functional and await command.

Bueli (unless a previous encounter would prevent it) is also here and is putting the finishing touches on a fifth golem (B). He plans to flee the castle with these automatons as bodyguards and make for his friend Colhure's home. He is currently casting a *protection from normal missiles* spell on the golem directly from his spell book and will complete his project when he casts *polymorph any object* and *geas* spells from a scroll in the next two rounds.

When the PCs open the door, he warns them not to enter and demands to know who they are. If they enter the room against his wishes, he commands the four functional golems to prevent them from advancing while he casts the two remaining spells. He then orders the fifth golem into the fray and joins the fight himself, keeping his distance as long as possible. Bueli will do what he can to escape if things go badly, taking the golems with him or using them to cover his escape. He will try to destroy his spell book before he allows it to fall into enemy hands.

The lab is a rather gruesome place, filled with items used in the manufacture of flesh golems (body parts and surgical instruments). Nothing else of serious value is here.

Flesh golems (4 or 5): Int semi; AL N; AC 9; MV 8; HD 9; hp 40 each; THAC0 11; #AT 2; Dmg 2-16/2-16; SD special; SZ L; ML 19; XP 5,000; MC.

Bueli: AL CE; AC 3; MV 12; W14; hp 38; THAC0 16; #AT 1; Dmg by spell or weapon type; S 10, D 8, C 8, I 18, W 13, Ch 12; ML 14; XP 8,000; *robe of the archmagi; bracelet of protection +2* (as *ring of protection); wand of lightning bolts* (nine charges, command word "canter"); *ring of blinking* (command word "blinko"); potion of *speed;* scroll with *anti-magic shell, disintegrate, legend lore,* and *flesh to stone;* scroll with *polymorph any object* and *geas* (for the golem); velvet drawstring pouch with 17 pp, 21 gp, and a 100-gp reddish pale tourmaline; normal dagger; sling with seven stones.

Spells: *burning hands, charm person* (×2), *magic missile, run, bind, invisibility, mirror image, Tasha's uncontrollable hideous laughter, web, fireball* (×2), *fly* (×2), *wind wall, fire shield, minor globe of invulnerability, Otiluke's resilient sphere, wall of ice, avoidance, cone of cold, Mordenkainen's faithful hound, transmute rock to mud, eyebite, Tenser's transformation, Mordenkainen's sword).*

Sixth Floor

47. Open Chamber. The major item occupying this large, unused room is the iron spiral staircase that ends at a trapdoor leading to the battlements above.

48. Interrogation Room. A heavy wooden chair with chains and manacles sits at the center of this room. Upon and around it are spattered dark stains (dried blood). A large rickety table stands south of the chair, and upon this sits an unlit brass brazier filled with ashes, coals, and various implements of torture. It is here that prisoners of the arch-mage were interrogated.

49. Cell Room. Most castle prisoners are kept in this chamber. Kiran and Bateso, two guards from the rooftop (area 53) stand watch here. If a battle goes badly for them, they try to flee and join their cohorts on the rooftop.

Kiran and **Bateso:** AL CE; AC 4; MV 9; F4; hp 35, 31; THAC0 17; #AT 1; Dmg by weapon type; ML 11; XP 120; long sword, chain mail, shield, purse with 5-14 gp; Bateso also has a magical key.

All cell doors are locked and made of thick reinforced oak with small windows blocked by three iron bars. Each cell is furnished with straw, a short stool, two buckets, a tin bowl, and wooden spoon. The following cells are occupied:

49A. Cudzol is a worker on a nearby farm who made the mistake of wandering too close to the castle. Recently roughed up by these cruel guards, he is in weak condition. Cudzol is likable if somewhat slow.

Cudzol: AL NG; AC 10; MV 12; zero level; hp 6 (currently 1); THAC0 20; #AT 1; Dmg by weapon type; ML 7.

49B. Varosi the alchemist is kept here. He does work in Draskilion's labs under threat of death (or worse) and would love to escape this painful captivity. Varosi is reasonably well off and

will graciously thank his liberators. He requests that they escort him to his home in the city of Bandry some 100 miles southwest. If the PCs accept this hire, Varosi will pay a handsome reward when they reach this destination, and he can introduce the party to his many connections in the city. Varosi is a generally quiet, bookish man with a polite yet awkward manner.

Varosi: AL LN; AC 10; MV 12; zero level; hp 4; THAC0 10; #AT 1; Dmg by weapon type; I 16, other stats average; ML 12.

49C. Two young women, Heras and Fina, are kept here. They were kidnapped from their home some 40 miles north for use in sorcerous experiments. Their father, a herdsman, is poor and can offer little in return for his daughters' freedom other than his thanks and hospitality. Heras is outspoken and headstrong while the younger Fina is more quiet and shy.

Heras and Fina: AL NG; AC 10; MV 12; zero level; hp 4, 2; THAC0 20; #AT 1; Dmg by weapon type; ML 9.

49D. Leuko Madrig is kept here. He was recently abducted from a tavern 20 miles southeast for use in sorcerous experiments. He is a gruff, selfish man who will ally himself with the party as long as it benefits him, taking safer positions in battle and demanding an equal share of all treasure taken. Leuko will stoop to treachery if it is required to save his own hide, but always avoids a direct attack on the PCs.

Leuko Madrig: AL CN (evil tendencies); AC 10; MV 12; F6; hp 41; THAC0 15; #AT 1; Dmg by weapon type; S 18/17, D 15, C 15, I 11, W 9, Ch 7; ML 12. Leuko's belongings are in cell E.

49E. Leuko Madrig's belongings were casually tossed into this cell after his purse was emptied by the guards. Included in his equipment are: a suit of ring mail; a *shield +1;* a *long sword +1, +3 vs. regenerating creatures;* a *luckstone* (hidden in one of the shield grips); a torn and muddied dark blue cape; a worn pair of leather riding boots; and deerskin riding chaps.

50. Summoning Chamber. This doorway is guarded by a *symbol* (discord), and the door lock has *Leomund's trap* cast on it. When the PCs open the portal, air rushes in noisily as if the room had been hermetically sealed. Here they will be greeted by the aftermath of Draskilion's terrible accident:

> Without a doubt, an explosion and fire occurred in this room, but it is soon apparent that this simple explanation is inadequate. The air is intensely acrid, and before long the lot of you are coughing and choking at the scent, eyes stinging painfully.

Obviously, the party cannot continue in this manner. However, if the adventurers simply back out of the room and cover their mouths and noses with cloth of some type, they can reenter. Vision is reduced to 10' while in this chamber due to the atmosphere, but no serious damage will occur. As the PCs reenter and walk about the room, continue by reading the following:

> A thick, gritty soot, as black as a starless night, covers the floor and parts of the walls and ceiling. The air seems charged, as if sorcery floats palpably on the air. The remnants of a podium sit charred at the center of the room. Soot-coated counters line the walls between the windows, and several blackish heaps lie about on the floor. Whatever occurred here must have been horrible.

Closer examination of the podium reveals that a great tome lies upon it, hopelessly damaged from the flames. This was once Draskilion's spell book. Most of the black heaps on the floor are other destroyed texts, Ruiz's spell books and codices borrowed from the lich Quioskala among them. Close to the podium is an elongated heap. It is what remains of Draskilion's material form: horridly burnt, grizzled, and twisted bones recognizable for what they are only through close examination. All of his belongings, along with everything once exposed in the room, have been obliterated. The entire room radiates a powerful magic, so a detection spell will prove useless.

The soot is acidic and does 1 hp damage per round to exposed skin. It can be easily wiped away with a damp cloth. Clearing off the floor will reveal thaumaturgic triangles, pentagrams, magic circles, and other such drawings, giving an indication as to the function of this chamber. All summoning/conjuration spells work normally here.

The northernmost window on the east wall is actually the planar gate that Draskilion was in the process of constructing. Wiping away the soot from the gate's frame reveals intricate runes and glyphs, and the radiation of magic is stronger here, though it otherwise appears to be a normal window. The gate is by no means functional, however, and anyone stepping through it is in for a surprise (roll percentile dice and consult the sidebar "Stepping Through the Gate").

One more item of interest lies here. Fixed atop a counter against the east wall is a foot-square soot-covered box. When the box is cleaned off, twisting designs of red, green, and yellow can be found along with a small latched door. When the door is unlatched, an *audible glamer* of rumbling thunder and the muted growl of some huge beast is heard coming from within. If the box is opened, a great scream escapes (treat as a *shout* spell). A *continual darkness* spell has been cast inside the box so that nothing can be seen within. Thus, it appears to be empty. Whoever reaches in, however, can draw out Draskilion's *amulet of life.*

The Battlements

The entire rooftop area is surrounded by a crenelated parapet. There are two stone structures atop the flat roof.

51. Rooftop Defenses. Four tracks run across the central 60' section of the rooftop. On these tracks, great wheeled iron cauldrons filled with oil sit ready to be heated and poured into grated drains at both ends of the tracks. The boiling liquid will run through stone gargoyle heads and down on would-be attackers six stories below.

If Kiran or Bateso are here, they and their cohorts will have moved one of the heavy cauldrons (450 lbs.) from the track onto the trapdoor just to the south, making it difficult for anyone below to come up to the battlements.

52. Observatory. This locked octagonal stone building has a circular section 15' in diameter open to the sky above. Within are an expensive telescope (1,800 gp value) and two tables covered with dozens of star charts and notes scribbled on parchment (indecipherable to the uninitiated). Atop the charts are astronomical tools and texts dealing with both astronomy and astrology. Some of these items may fetch a good price from the right buyer.

53. Guard Barracks. This stone building is where Draskilion's soldiers (the ruffians Draskilion employs to serve as guards and to kidnap subjects for experimentation) sleep at night and keep warm. Macro, Dusar, Immras, and Rhule lie in wait for the party to come up on the roof and will ambush the PCs as they enter the barracks.

A pot-bellied stove sits in the center of the room, and next to each of their cots is a small locked chest containing 10-80 gp. Also taking refuge here (unless common sense indicates otherwise) are Gallio, Max, and Jake, three of the household servants. There is a 60% chance that the soldiers and servants will not fight unless attacked, stating that they have no quarrel with the party.

Guards (4): AL CE; AC 6; MV 6; F5; hp 40, 35, 33, 30; THAC0 16; #AT 1; Dmg by weapon type; all stats average, except Macro has 18/32 strength; ML 11; XP 175 (Macro 270); scale mail, long swords (Macro holds a *bastard sword +1* and also possesses a magical key).

Servants (3): AL CN; AC 10; MV 12; zero level; hp 7, 5, 3; THAC0 20; #AT 1; Dmg by weapon type; ML 7; dagger, 1-12 gp each.

Concluding the Adventure

Aside from the immediate effects on the PCs as they journey into Draskilion's keep, there are numerous long-term scenarios possible. This adventure can give the DM an opportunity to turn the campaign in another direction.

For instance, there are several powerful beings—some described briefly, others only hinted at—whose wrath the party may incur: Chalol, Quioskala the Lich, Unguliustûk, Siragle, a pair of vampire brothers, or any of the sorcerers studying under Draskilion who escape the party's grasp. Perhaps in battle, Siragle attempts to grab a PC and *plane shift* home, forcing the other adventurers to undertake a rescue mission to the fiend's gruesome Abyssal realm.

Perhaps the planar gate (in area 50) is in functioning order and the party plunges through it for a extended adventure in a totally different realm of reality. Or Cabet may return from his errands, discover what has happened, and plot his revenge on the party. Cabet is a 16th-level wizard and should be designed by the DM to be a challenging encounter. Ω

Stepping Through the Gate

Roll	Consequence
01-15	Gate does not function at all. Victim plummets 60' to the hard ground below.
16-25	Two rounds after someone steps through the gate from this side, he emerges—but with the opposite of his former alignment. He acts according to his new alignment and may seek to destroy the party later, if he is evil. A *wish* will restore normal alignment, but the PC will not want to change.
26-34	The victim emerges two rounds later as a homicidal maniac and attacks the nearest person. A *cure disease* spell negates this effect.
35-43	The victim is thrown back violently (sustaining 1-6 hp damage), and a bar-lgura emerges from the gate and attacks. **Bar-lgura:** Int very; AL CE; AC −3; MV 9; HD 6+6; hp 44; THAC0 13; #AT 3; Dmg 1-6/1-6/2-12; SA/SD jump 40'; cast following spells at will at 6th level, once per round: *darkness 10' radius, create water, cause fear* (by touch), *detect illusion, detect invisible, dispel magic, entangle, plant growth, teleport without error, telekinese* 2,500 gp wt.; use these spells twice per day at 6th level: *change self, invisibility, spectral force; gate* in another bar-lgura once per day; MR 45%; SZ M; ML 16; XP 3,000; MM2/37.
44-57	The victim emerges from the portal three rounds later. Memory of who he is, any spells studied, etc., has been totally wiped away. The victim will regain his memory in 2-3 weeks or when *healed.*
58-67	The victim is transported to a layer of the Abyss and is enslaved by a minor lord there. Rescue is possible.
68-80	The victim is transported to the plane of elemental Air where he is captured by servants of a psychotic djinni and imprisoned in a cloud palace. Rescue is possible.
81-91	The victim is transported to the Astral plane. Rescue is possible.
92-00	The victim enters the gate and is instantly slain, but at the same time is affected by a *reincarnation* spell. The character will attempt to rejoin the party in his new form 2-4 weeks later.

Note: The fate or condition of the gate's victim may not immediately be apparent. Sorcery or other means may be necessary to figure out what has happened.

VISITORS FROM ABOVE

BY SHONN EVERETT

One night, a piece of the sky fell to earth....

Artwork by Kevin Ward

Shonn lives in Houston and is an aerospace engineer designing lunar and Martian missions for McDonnell Douglas. He also helps NASA with experiments in its zero-gravity airplane. "Visitors" was written to introduce Shonn's gaming group to the AD&D® SPELLJAMMER™ game and was submitted to DUNGEON® Adventures only after his wife, Monica, suggested it. Shonn would like to thank her and the friends who helped play-test this adventure, especially Bruntor the Indigestible, the dwarven war-priest who was swallowed whole no less than four times.

"Visitors from Above" introduces the DM and players to the concept of flying ships, alien races, and space travel as described in the AD&D SPELLJAMMER boxed set. The adventure is compatible with AD&D 2nd Edition rules and the *Monstrous Compendium,* but can easily be played with only AD&D 1st Edition rules. It is not necessary for the DM to be familiar with the SPELLJAMMER boxed set to run this adventure. All SPELLJAMMER information necessary to run the adventure is included.

The adventure is designed for 4-9 characters of 4th-8th level (a maximum of 30 total levels). A balanced mixture of muscle, skill, and magic is needed. There should be a priest, a wizard, and several warriors in the party. While additional races and classes are not required, it would be advantageous to have a dwarf, a thief, and a ranger as well. A party of basically good alignment will find the adventure more rewarding than a self-centered party.

This adventure can stand alone or be used as a side adventure in any ongoing campaign. The adventure in designed to take place on the planet of Toril, on which lies the FORGOTTEN REALMS™ setting. The PCs begin in the city of Neverwinter and must venture upriver through the Neverwinter Woods to Mount Hotenow (see the *Cyclopedia of the Realms,* pages 66-67, from the FORGOTTEN REALMS boxed set, and FR5 *The Savage Frontier,* pages 31, 32, and 48). However, the action can be set in any forest with nearby mountains in any world the DM chooses. A map of the forest and major landmarks is included.

About the SPELLJAMMER Game

The SPELLJAMMER game is a system that lets those who know its secrets

travel the void of space between the worlds, and even between the stars. The universal laws of the AD&D universe are based on the laws of magic, not the laws of physics. In this universe, space travel has developed along a different line than that of our technological universe. Space travel, like all innovations in the SPELLJAMMER universe, is based on magic, not technology.

Physical Laws of the SPELLJAMMER Universe

Two major physical laws that exist in our "real" universe do not hold true in the SPELLJAMMER universe. The speed of light is not a limiting factor, and gravity does not work the same way as it does in our world.

A body (planet, ship, asteroid, etc.) in the SPELLJAMMER universe has a magical gravity that draws an envelope of air about it as the object enters the void of space (known as wildspace). This envelope is roughly three times the diameter of the body. Thus, a body the size of a ship can carry enough air to sustain a small crew for a calculable period of days before the air must be replenished. The length of time an air bubble around a ship will remain fresh depends on the number of beings inside the bubble as well as the size of the ship, but a rule of thumb is that it will last four months before becoming poisonous.

Gravity also points in the most convenient direction, thus forming a uniform plane of gravity on a ship but pulling toward the center of large bodies such as planets. The gravity on a ship will be 1G (normal Earth gravity) down through the deck (just like in most science-fiction space films).

Magical Helms

Though the specifics may vary, most ships are propelled through atmosphere and space by means of devices that siphon magical energy from a power source and convert it to a motive force. The most common of these devices is known as a helm (not to be confused with a helmet). The helm is a thronelike device powered by magical energy drawn from a wizard or priest who sits in it and acts as a living engine. The greater the level of the operator, the greater the speed and maneuverability of the ship.

There are two forms of helm: minor and major. A minor helm converts energy at a rate of one point of ship's rating (SR) for every three levels of the user. A major helm converts energy at a rate of one point of ship's rating for every two levels of the user. When flying in the atmosphere of a planet, a ship moves 500 yards per round (or about 17 miles per hour) for every point of ship's rating.

Spell-casters who sit in the throne gain a magical awareness that extends beyond the hull of the ship and allows them to sense their surroundings as well as move the ship at their slightest thought. However, those who do so lose all spell-casting abilities for a period of 24 hours.

For more information on the SPELLJAMMER setting, see "Jammin'" by Jim Ward, in DUNGEON issue #21.

Adventure Background

As the adventure begins, the PCs are weathering the winter in Neverwinter, a friendly city of craftsmen located on the Sword Coast along the High Road north of Waterdeep.

Neverwinter gets its name from the flowers and fruit trees that its skilled gardeners keep blooming the year around in hothouses. Also, the Neverwinter River flows warm throughout the winter, keeping the harbor at Neverwinter ice free. The river's source is said to be deep beneath Mount Hotenow in the midst of the Neverwinter Woods. The mountain is actually a sleepy volcano, whose ever-smoking peaks are visible from Neverwinter over the northern horizon. Due to the mystery surrounding the smoking mountain, as well as the harsh weather and unusual inhabitants of the Neverwinter Woods, the forest is feared and shunned by the locals.

Neverwinter is also known as "The City of Skilled Hands" due to the renown of its craftsmen, who are best known for their water clocks and exotic lamps of multihued blown glass. The city's residents, over 17,000 in number, are known for their quiet manners, dedication, and efficiency.

The city is currently ruled by Lord Nasher, an amiable but fearless man who is guarded by the "Neverwinter Nine." Nasher is a former adventurer and renowned fighter who has amassed great wealth and a fair number of magical items. He is known to enjoy music and tales of other lands and peoples. Little is known about the Nine except that they are also former adventurers who are highly respected. (This information can be learned from the townspeople, but the PCs will not be able to see the lord or the Nine).

The city has a large militia of approximately 400 archers and spearmen who carry explosive missiles created by the city's craftsmen and wizards (treat as grenade missiles for 2-16 hp damage). The making of these missiles is a closely guarded secret, and they cannot be bought. The militia patrols the city and the High Road as far south as Leilon and as far north as Port Llast.

A fierce blizzard blew in two days ago, and high winds and heavy snowfall have made travel on the High Road dangerous. This point should be made very clear to the PCs.

For the Player Characters

On the third night of the blizzard, while the PCs are eating supper in their inn, read or paraphrase the following aloud to the players:

> Just as you are sitting down to supper, the crackle of burning logs and the warmth of the hearth are suddenly replaced by howling winds and a cold chill as the doors of the inn burst open. A young boy runs in, shouting excitedly, "Father, Father, Selune [the moon] is falling! We will all be killed!" He runs to the bar and clings to the innkeeper's leg. As a patron rushes to close the door, you notice a bright glow in the sky. Through the windows you see people looking up and pointing to the northeast. There, visible even through the blizzard, a huge falling star blazes a fiery trail across the sky. It grows larger and larger, arcing northward to disappear somewhere east of Mount Hotenow.

If the PCs inquire about the mountains or woods, the following rumors and information can be gained from people in the crowd or from locals the following day. If the PCs do not ask questions of the locals, they will overhear a choice rumor or two in the bar the following night.

Roll 1d10 for each person questioned to determine what he knows. If the PCs ask a specific question that can be answered by one of the rumors, no roll is needed; the person remembers a tale that answers the question directly. Roll duplicate rolls again.

Rumors and Information

1. Mysterious lights have been seen over the Neverwinter Woods and mountains for as long as can be remembered.
2. The lights are seen only in the winter.
3. Legends say lost dwarven mines exist somewhere in the mountains around Mount Hotenow.
4. Fire elementals are said to live within Mount Hotenow.
5. Griffin lairs are hidden in the steep mountains north of Mount Hotenow.
6. The depths of Neverwinter Woods harbor dire creatures.
7. Orc hordes always go around the Neverwinter Woods, never through them.
8. Loggers never touch the Neverwinter Woods.
9. It is said that a powerful druid known only as the Lady of the Woods lives within the forest.
10. The informant knows one of the above rumors (DM's choice) and also has a map of the area that he will sell for 5 gp (the DM can photocopy the Neverwinter and Vicinity map, deleting the lettered encounter areas).

All the rumors are true, but only the first three have great significance to the adventure. The others serve to build the mystery surrounding the woods and can be used as a basis for expanding the adventure if the DM wishes.

If there is a thief in the party, each successful pickpocketing attempt gives a 10% chance (cumulative) to obtain a map of the Neverwinter region.

For the Dungeon Master

The "falling star" is actually a disabled nautiloid, a space vessel originally build by spacefaring mind flayers (illithids). The nautiloid is a large ship that closely resembles the shellfish for which it is named, the nautilus. It is not known whether the mind flayers find this design esthetic, or if they simply think it will strike fear in their enemies. (The vessel is detailed later under "The Nautiloid.")

The ship's current crew are not mind flayers but a group of humanoid pirates who sail the void of space, plundering those less powerful than they. They recently took the nautiloid from a small group of mind flayers, but they suffered great losses in the battle. To replenish their crew, they raided the passenger ship *Klolu*, which was carrying new colonists to a large mining asteroid known as Balock's Rock. They took five male sailors from the ship as well as five couples who were emigrating to start a new life. All the others were killed or left for dead.

The captured sailors and colonists are not evil but are forced to do the pirates' bidding under the lash and threats against their women. The women are being treated well in hopes they can be sold in the near future.

The nautiloid pirate ship is commanded by Captain Redwald, a 13th-level human fighter. His crew currently consists of his first mate Gurgar, an orog (half-orc/half-ogre); the 10th-level wizard Alaginzeron, who powers the ship; 10 trained sailors (3rd-level fighters); six half-orcs (3rd-level fighters); five captive sailors and five captive

colonists (treat as 1st-level fighters); and five women captives (zero-level humans). The statistics for these characters are given at "The Pirate Crew."

The pirates recently voyaged into an uncharted area, where to their surprise they came across a gargantuan fortress carved from a single white asteroid to resemble the head of a long-bearded dwarf. They sensed this object from a great distance with a magical device known as a planetary locator, and they avoided being seen by the fortress's inhabitants by hiding in the midst of the asteroids.

Unknown to the pirates, this was the dwarven space citadel known as Whitestone, which orbits Toril in a cluster of asteroids known as the Tears of Selune, so called because they cluster around Toril's single moon.

Whitestone is home to the Whitebeards, a secretive race of mountain dwarves who venture to Mount Hotenow every year during winter when Toril is closest to Whitestone. There, in the secluded mountains, they mine precious ores long ago depleted on their asteroid home. Unknown to the rest of Toril, the Neverwinter Mountains are rich in gems and metal ores, including mithral ore. The dwarves have an ancient pact with the druidic demigoddess who cares for the Neverwinter Woods allowing them to mine the mountains. The demigoddess is known only as the Lady of the Woods.

Unlike most dwarven ships, these small mining ships are propelled by *minor helms*. The captains and first officers are also the helmsmen and are always fighter/clerics who usually worship Dumathoin, Keeper of Secrets Under the Mountain and protector of the mountain dwarves (see *Unearthed Arcana*, page 111). These ships resemble terrestrial sea vessels and can land only in good-sized bodies of water.

In their last battle, the pirates attacked a dwarven mining ship returning to Toril and took several dwarves prisoner. The pirate's mage *charmed* the dwarves and so learned the location of their mine. The pirates were charting their course to the mine when a dwarven war ship, thinking them to be mind flayers, attacked the ship on sight. The pirate's major helm was destroyed when a shot from the dwarves' catapult burst through the nautiloid's protective shell and scored a direct hit. The wizard was knocked out but not seriously wounded. The ship plummeted toward the planet, but the captain was able to slow the ship's approach using their backup helm, a primitive device known as a furnace, which draws its power not from a living source but from magical items. He sacrificed a *ring of feather falling* and, with the hull glowing red hot and leaving a trail of fire, managed to land the nautiloid in the Neverwinter River east of Mount Hotenow. It finally came to rest on the northern shore (area B).

The dwarves, unable to land easily on planets in their huge stone warships, sent a group of nine warriors down in a mining ship, the *Pebble*. Unable to see in the blizzard, the warriors landed the *Pebble* about 10 miles downriver (area A) from the nautiloid.

Tholgrim, the captain of the dwarven ship, insisted on trekking upriver with seven of the warriors in search of the nautiloid, leaving his first mate, Fallgon, behind. Under a forced march, they reached the nautiloid by morning. Unfortunately, the pirate mage's homonculous saw the dwarves approaching, so the pirates arranged an ambush for the dwarves and captured all of them.

Taking the dwarven slaves and two crewmen with them, the pirate captain and his mage left their ship's repairs to the crew while they went to explore a cavern (area C) visible in the mountains nearby. Once in the cavern, they found it was a mine long ago abandoned by the space dwarves. The mage had no trouble subjugating the tribe of grimlocks inhabiting the cavern, and they soon had the dwarves rearming the ancient traps in the cavern, as they felt it would make an excellent pirate lair.

Into the Woods

The shortest route to the crash site would be north by northeast through the woods, but any ranger or intelligent adventurer should realize this would be difficult (if not impossible) because of the blizzard. There is, however, little snow along the banks of the Neverwinter River; the steam from its warm waters keeps the snow melted. Temperatures near the banks are not as extreme as they are farther into the woods.

The PCs can purchase winter gear in the town. They may also purchase a map for 10 gp if they have not already acquired one.

The PCs can rent a barge to travel upriver, or they can follow the banks on foot or by horseback. A guide may be hired, but he will go no farther than the edge of the woods.

If the PCs follow the river, they can cover 20 miles per day by barge or horseback, and 15 miles on foot. Movement through the woods themselves is almost impossible (maximum of four miles per day) due to the deep snow and dense growth of trees.

The DM should roll for random encounters twice per day if the PCs follow the river and four times per day if they venture into the woods (a roll of 1 on 1d6 indicates an encounter). Roll percentile dice and consult the Random Encounters table (see sidebar) to determine what monster is encountered.

Random Encounters

1-20 **Lynx, giant** (1-4): INT very; AL N; AC 6; MV 12; HD 2+2; THAC0 19; #AT 3; Dmg 1-2/1-2/1-2; SA rear claws 1-3/1-3; SD 90% undetectable in snow; SZ m; ML 9; XP 270; MC.

21-40 **Wolf** (2-20): INT semi; AL N; AC 7; MV 18; HD 2+2; THAC0 19; #AT 1; Dmg 2-5; SZ S; ML 10; XP 65; MC.

41-60 **Winter wolf** (2-8): INT average; AL NE; AC 5; MV 18; HD 6; THAC0 15; #AT 1; Dmg 2-8; SA frost breath; SD immune to cold attacks; SZ L; ML 13; XP 975; MC.

61-80 **Wolfwere** (1-3): INT high; AL CE; AC 3; MV 15; HD 5+1; THAC0 15; #AT 1 or 2; Dmg 2-12 or by weapon type; SA singing brings on lethargy; SD iron or +1 or better weapon to hit; MR 10%; SZ M; ML 14; XP 2,000; MC. There is a 75% chance that these wolfweres are running with a pack of wolves (see previous statistics).

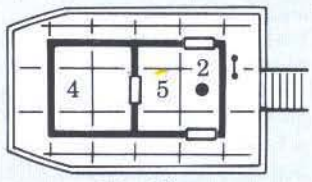
81-00 **Yeti** (1-6): INT average; AL N; AC 6; MV 15; HD 4+4; THAC0 15; #AT 2; Dmg 1-6/1-6; SA squeeze for 2-16 hp; SD immune to normal cold, invisible in snow and ice; SZ L; ML 14; XP 420; MC.

THE *PEBBLE*, AREA A

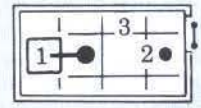
Dwarven Mining Ship

1 square = 5′

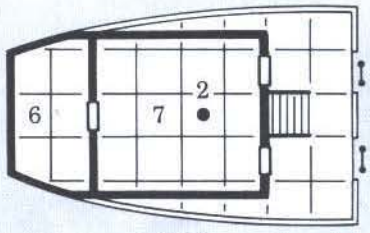
Built by:	Whitebeard dwarves
Used primarily by:	Whitebeard dwarves
Hull points:	40
Crew:	20/40
Tonnage	40
Maneuverability class:	E
Landing, land:	No
Landing, water:	Yes
Armor rating:	7
Save as:	Thick wood
Power type:	Minor helm
Ship's rating:	As for spell-caster
Standard armament:	
1 light catapult	Crew: 1
2 medium ballistas	Crew: 2 each
Cargo:	20 tons
Keel length:	80′
Beam length:	25′



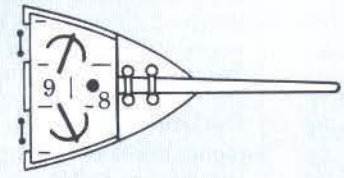
Bridge



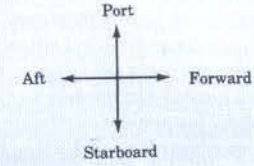
Upper Deck

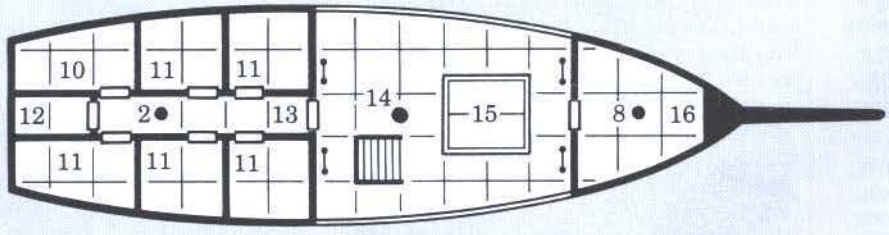


Galley

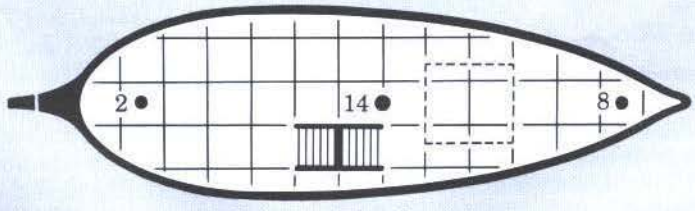


Forecastle

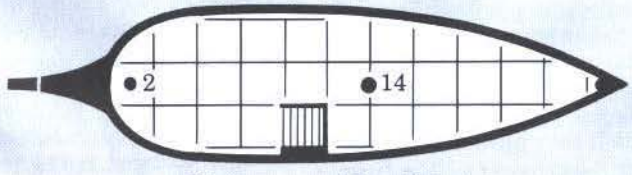




Main Deck



Cargo Deck



Steerage Deck

UPPER DECK
1. Rotating catapult
2. Mizzenmast
3. Captain's station

BRIDGE
4. Chart room
5. Minor helm

GALLEY
6. Kitchen and pantry
7. Feast hall

FORECASTLE
8. Foremast
9. Medium ballista

MAIN DECK
10. First officer's cabin
11. Crew quarters
12. Storage closet
13. Passageway
14. Main mast
15. Cargo bay doors
16. Captain's cabin

Fallgon of the Whitebeards

Several days after they leave Neverwinter, the party comes across the *Pebble* (area A) and meets its first officer, Fallgon of the Whitebeards. Fallgon is still at the ship when the PCs arrive because he prayed for guidance and received a vision that he should await the arrival of a group of travelers searching for a falling star.

When the PCs reach the dwarven ship, read the following aloud:

> Anchored about 10 yards off shore is a small sailing ship. It appears to be very old but is in good repair. About 100' in length, it seems somewhat squat for a sailing ship. Three overly thick masts rise from the deck. The sails are furled, and a large boom is visible on the main mast. The sterncastle appears to have three tiered levels. A flag bearing the sign of a golden hammer upon a field of white waves from the mizzenmast. Below the flag, on the deck of the upper sterncastle, is a turret on which is mounted a small catapult. As you watch, the weapon quickly swivels to aim in your direction, and you see a dwarf sitting in a small chair fixed to the side of the catapult. The dwarf is dressed in bronze plate mail and helm, from beneath which protrudes a long bushy white beard. [The DM should show the players the picture and map of the dwarven mining ship.]

Fallgon of the Whitebeards: AL LG; AC 3; MV 6; F4/C4; hp 38; THAC0 17; #AT 1; Dmg by spell or weapon type; S 18/92, D 15, C 19, I 16, W 18, Ch 10; ML 14; *war hammer +3*, bronze plate mail. Fallgon has major access to the following priest spheres: all, elemental, healing, protecting. He has minor access to the charm and necromancy spheres. He has the following spells: *bless, command, cure light wounds* (×2), *detect evil, aid, hold person, produce flame, slow poison.*

Fallgon saw the party approaching and has already cast his *detect evil* spell. Since this spell has a range of 120 yards, he will have plenty of time to fire the catapult at evil creatures, then run forward to the ballistas before the approaching group can retaliate. If any of the PCs are evil, Fallgon calls out to them to stay clear of the ship before he fires.

The catapult fires a heavy net weighted with lead weights and containing dozens of steel hooks. The net will cover everyone in a 10-' radius (roll to hit AC 10) and may damage and hook all within the net (roll to hit each target in the net). A successful hit indicates the target was hit by a lead weight, doing 1-6 hp damage.

Each person in the net must also make a saving throw vs. breath weapons or be pierced with 1-4 steel hooks. Each hook does 1 hp damage initially, but if pulled out does 2 hp damage more due to the barbed tip. In addition, the hooks are coated with a narcotic. Anyone pierced by the hooks must make a separate saving throw vs. poison for each hook or lose consciousness for 4-24 rounds (poison effects for each hook are not cumulative).

The net can be cut only by characters not caught up in the hooks. It is AC 10 and takes 10 hp damage before its strands are severed. A characters with exceptional strength may try only once to break free by using his bend-bars roll. While characters are trapped in the net, they lose any armor class bonuses due to dexterity; thus they can be more easily hit by the ballistas.

The earthbound statistics for a medium ballista are given below, adapted from the 1st Edition *Dungeon Masters Guide* (pages 108-109) and the *Concordance of Arcane Space* (page 41), from the SPELLJAMMER boxed set. These statistics will improve if the ballistas are used in wildspace (see the *Concordance of Arcane Space*, page 41). The ballistas are already loaded. Once fired, Fallgon cannot reload them by himself.

Medium Ballista: Value 75 gp; Range: min. 8 yards, max. 320 yards; Damage: S-M 2d6, L 3d6, 2d2 structural points; Crew 3; Rate of Fire 1/3; THAC0 14; Critical hit on 20.

If none of the PCs are evil and there are no dwarves in the party, Fallgon steps away from the catapult and hails the party cautiously: "Ho there! Well met, travelers. Hast thou seen aught of any such as I?"

However, if there is a dwarf in the party, Fallgon is much less suspicious and calls out to the PC dwarf: "Ho, kindred of my blood. I am called Fallgon. Come forth and warm thyself and thy friends at my hearth."

If the PCs are friendly in either case, Fallgon invites them to come aboard out of the cold. He hopes they are the travelers mentioned in his vision, the ones who are to aid him in finding his fellows.

There is a small raft hidden under dead brush at the edge of the river. Fallgon points this out to the PCs so that they may cross from the riverbank to the *Pebble.* If the party has had any wounds that have not yet healed, Fallgon offers to aid them to the best of his clerical ability. He does this not only because he is good, but in hopes that they will be willing to aid him.

Fallgon will never lie but may answer questions and word statements so as not to reveal his origin. The DM should word his dialog with the players very carefully. If questioned on his origin, Fallgon states truthfully that he is of the clan of the Whitebeards who are traders and miners, and that they live far away beyond the horizon. The PCs may notice the oddity of a clan of dwarves sailing a ship. If they question Fallgon about this, he replies that his homeland is very small, and most of the Whitebeards are forced to become sailors out of necessity, in order to bring raw materials to their home (this is also true). He answers all other questions in a like manner or politely tries to change the subject.

If asked about the falling star, Fallgon answers truthfully that he did not see it, but that he fears it may have something to do with the disappearance of his fellow dwarves. If the PCs mention the falling star, he will know they are the heros from his dream.

Initially, Fallgon will not reveal his origin, even to another dwarf, but insists his fellows were attacked some days ago by unseen foes in the night (which is true), and that his captain and the rest of the crew pursued the intruders into the woods. He tells the party that his shipmates have not returned and he fears the worst. Fallgon will also say that, even though he was ordered to stay with the *Pebble,* he is now going to search for his friends and would be glad to have the party's company.

Fallgon may be used to feed the PCs as little or as much information about the pirates as the DM sees fit. The dwarf may pass on his false fears that the pirates are mind flayers (due to the construction of their ship). He may also mention that mind flayers are known to consort with beholders (actually gas spores). The DM should be careful not to

scare a lower-level party too much or they may decide not to accompany Fallgon.

If any of the PCs are reluctant to aid Fallgon, he tells them he does not blame them, for he believes his foes wield great items of magic, and the task could be very dangerous. (He believes his foes are mind flayers, who are known to create numerous scrolls and potions and wield great powers. He hopes the temptation of treasure and magic will convince the adventurers to follow him.)

If the PCs agree to aid him, Fallgon insists on setting out immediately, unless it is near dark or some of the PCs are injured, in which case he will leave at daybreak. If the PCs do not wish to aid him, Fallgon politely asks them to leave the ship, as he is setting out alone in search of his friends.

A map of the dwarven mining ship has been included in case the PCs stay overnight, and because they may return there later with the dwarves. There is little of value on board, and only the bridge and the captain's cabin are locked.

If the PCs do not follow Fallgon, a mistlike apparition of a beautiful woman dressed in a flowing green gown appears to the party 1-4 hours after they leave the *Pebble*. The apparition speaks in a stern but kindly voice: "I am called the Lady of the Woods by your kind. I appear to you to tell you your destiny lies in following Fallgon. Keep to the river." As soon as she has uttered these words, the lady disappears.

The Lady of the Woods is a demi-goddess who dwells in the Neverwinter Woods. She appears before the PCs, using a *wind walk* spell. The lady is neutral good but does not mind an occasional evil creature wandering into her woods. She does not, however, allow any permanent incursion of evil creatures (or good creatures for that matter), especially the more intelligent ones, though she does allow the Whitebeard dwarves to mine the mountains each year.

The Lady of the Woods (demi-goddess): AL NG; AC 6; MV 15; D20; hp 109; THAC0 8; #AT 1; Dmg by spell; S 14, D 18, C 16, I 17, W 19, Ch 19; MR 50%; ML 19. Note that these are the statistics of her avatar, not the demi-goddess herself.

The Lady of the Woods will use severe weather, summoned creatures, or the PCs themselves against the pirates rather than confront them herself. She prefers that mortals deal with mortals. She will not converse with the PCs further, and she cannot be harmed by any means. She has major access to the following spheres: all, animal, elemental, healing, plant, and weather. She has minor access to the divination sphere. (For AD&D 1st Edition rules, she has access to all druid spells.)

Journey to the Nautiloid

The crashed nautiloid lies approximately 15 miles upriver. Though it is days old, the trail of the dwarves is not hard to follow along the riverbank. The party will find signs of battle about a mile before they come upon the nautiloid itself.

A ranger in the party has the normal chance to determine approximately how many foes attacked the dwarves. There are eight sets of dwarf-sized bootprints, eight sets of human-sized bootprints, and one set of larger-than-human bootprints. From the footprints, it is evident that the dwarves walked away from the scene, heading farther upstream. (These were *charmed* by the wizard.)

The Pirate Crew

The crew currently manning the nautiloid is described below. The DM should become familiar with them before the PCs come upon the nautiloid.

Gurgar the Orog (first mate): INT high; AL LE; AC 3 (10); MV 6 (12); HD 3; hp 23; THAC0 17; #AT 2; Dmg by weapon type (fights two handed, one battle axe in each hand, +2 to hit and +5 to damage); SD 60′ infravision; SZ M (7′ tall); ML 13; XP 120; MC; plate mail, dagger, two battle axes, ring of keys, figurine of Golem, *bag of holding* (holds 15 lbs.) with 100 pp.

Gurgar is more intelligent than most orogs. He is first officer not only because of his intelligence, but because he keeps the half-orcs in line. He is cunning and brutal, and loyal to his captain.

Golem the stone golem: INT non; AL N; AC 5; MV 6; HD 14; hp 60; THAC0 7; #AT 1; Dmg 3-24; SA casts *slow* spell every other round on anyone within 10′; SD hit only by +2 or better weapons; SZ L; ML 19; XP 10,000; MC.

This golem was specially constructed

so that it could be controlled by a small figurine that resembles the golem. Anyone holding the figurine and calling its name—"Golem"—can give it simple commands. Gurgar, the orog first mate, keeps the figurine on his person at all times. If Golem is not destroyed, the figurine may be recovered and it may be controlled, but due to its weight (2,000 lbs.) and slow movement rate, it would not be wise for the PCs to take Golem with them into dungeons.

Half-orc pirates (6): AL CE; AC 8; MV 12; F3; hp 32 (×2), 29 (×4); THAC0 18; #AT 1; Dmg by weapon type; SA can target siege weapons even in the dark; S 18/85, D 12, C 18, I 9, W 11, Ch 7; SZ M; ML 12; XP 65; MC; halberds, short swords, leather armor, dirks, 2-20 gp in coins. These pirates are cruel and vulgar by nature, and are kept in line only by force.

Human pirates (10): AL NE (×6), LE (×2), CN, N; AC 8; MV 12; F3; hp 24 (×5), 23 (×5); THAC0 18; #AT 1; Dmg by weapon type; SA proficient with ballistas and catapults; S 15, D 16, C 18, I 11, W 11, Ch 14; ML 15; XP 65; leather armor, cutlass and dirk, trident and net, or crossbow. Each has 3-30 gp in coins.

Captive male humans (10): AL CG (×8), NG, LG; AC 10; MV 12; F1; hp 11, 9 (×2), 8 (×2), 7 (×2), 6, 5, 4; THAC0 20; #AT 1; Dmg by weapon type; ML 7. Having been impressed into service, these men have no weapons or armor but are proficient with cutlass or short sword (if available) and will turn on their captors if given the chance. The PCs should not gain experience points for killing any of the captive sailors or colonists.

Day Encounter

During the day, two patrols each containing three human pirates patrol the woods and river within half a mile of the nautiloid crash site. There is a 25% chance that a patrol will be napping or gambling somewhere in the woods rather than patrolling. The DM should determine whether or not each patrol is alert before the PCs approach (roll for each group separately). If the pirates are alert and gain surprise, the pirates use the chance to retreat toward the ship. The other patrol has a 90% chance of hearing the first patrol's calls for help or the sounds of battle, and will run to alert the ship's crew in 11-20 rounds.

During the day, the rest of the crew (except the captain, wizard, and two pirates) are at the ship overseeing repairs being done by their captive humans. The nautiloid ship sustained fire damage during the battle with the dwarven warship as well as during the landing. Much of its chitinous armor plating was burned, and the hull was pierced in several places when it struck the rocks on shore as it skidded up onto the bank.

Night Encounter

During the night, four half-orcs patrol the woods in pairs. There is a 10% chance per pair that they are asleep rather than patrolling. As for the day encounters, the DM should roll to see if the half-orcs are alert, giving them a +2 bonus to surprise if the PCs have no spells or abilities to see in the dark.

At night, the pirates lock the impressed sailors in the slave hold (area B28). The crew members are either asleep in their quarters or gathered in the main saloon on the bridge deck, drinking and gambling. The exception is Gurgar, who sleeps during the day and patrols the deck at night using his infravision. He will always have the figurine of Golem with him.

The Nautiloid

The following description should be read to the PCs when they arrive at area B on the Neverwinter and Vicinity map:

> Beached on the far banks of the river is a large structure that looks like a cross between a sea vessel and a shellfish. Measuring over 100′ in length, the lower body looks somewhat like that of a ship. However, the aft section resembles the curling horned shell of some sea creature and rises a good 60′ into the air. Upon the front are two large red eyes, and from its nose protrude long intertwining tentacles like those of a squid. The forward section of the ship has three levels. The first sports a ballista, the next is supplied with a catapult, and the last is equipped with three ballistas.
>
> The main body appears to be formed from a black organic substance resembling wood, whereas the shell is composed of a smooth glossy substance. Blackened chitinous plates cover most of the lower hull, and a large dorsal fin juts from the rear of the ship. Rising above all is a mast from which waves a black flag. Upon the field of black flies a white skull with crossed swords clenched in its teeth.

Battle for the Nautiloid

If the PCs approach the nautiloid during the day without surprise, the pirates fire upon them with the ballistas and catapult on the ship. The catapult fires clay pots the size of watermelons. These weapons were inherited from the ship's former mind flayer owners. The pots contain green slime and are known as green slime projectiles.

Green slime (15 projectiles): INT non; AL N; AC 9; MV 0; HD 2; hp 12; THAC0 19; #AT 0; Dmg nil; SA dissolves flesh and all types of armor within four rounds; SD immune to all forms of attack but fire, cold, and *cure disease* spells; SZ S; ML 10; XP 120 each; MC.

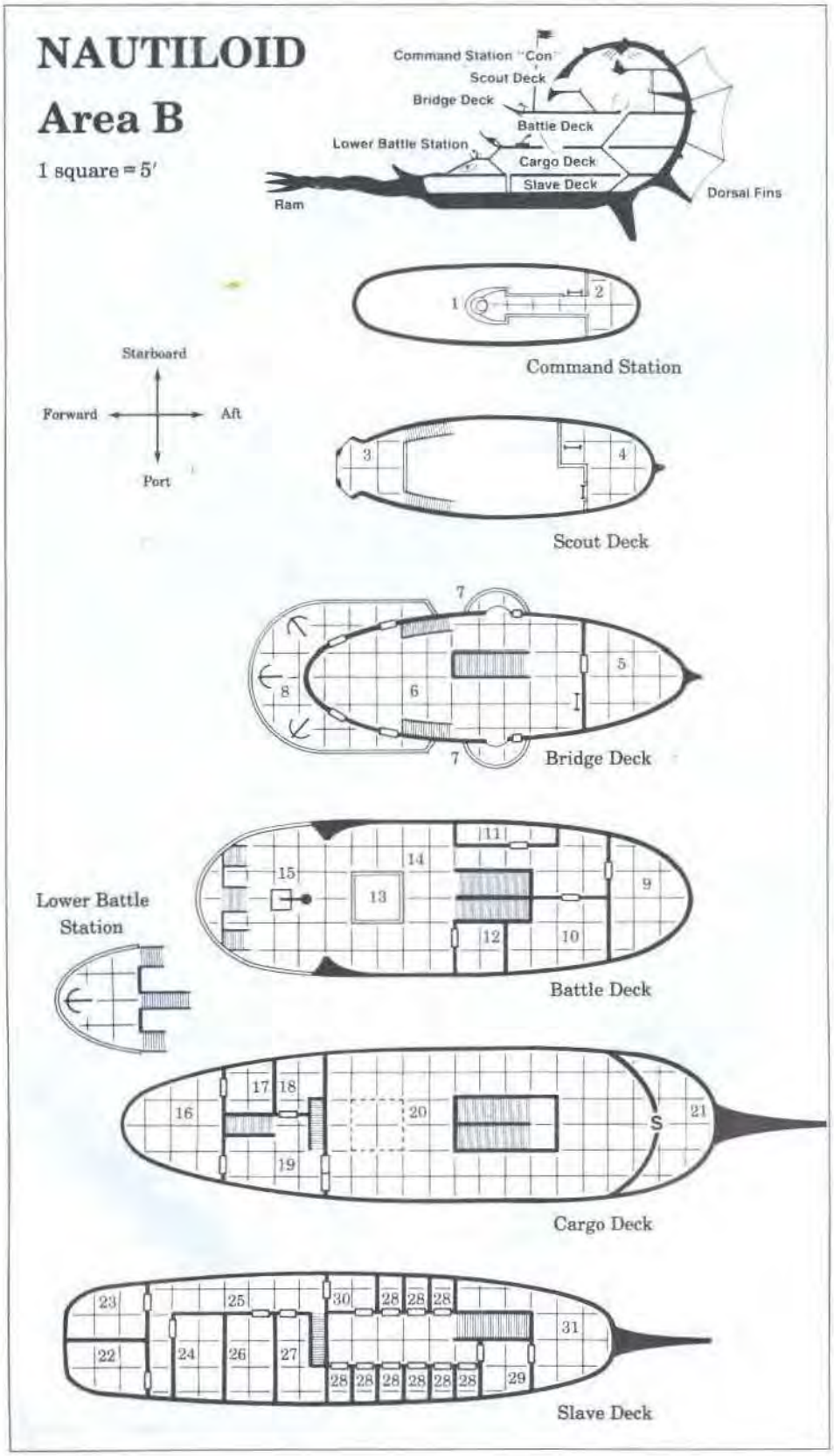
The half-orc pirates will repel boarders with their halberds. Gurgar attacks with his axes and commands the stone golem to attack the PCs. The first mate may also choose to throw green slime projectiles overboard at the party.

If the battle is going in favor of the PCs after the second round, the DM should make morale checks for each of the pirates. Any who miss their moral checks may attempt to flee to the caverns (area C) or to the slave deck to hold the women hostage. If the battle is going badly for the PCs, the impressed sailors will turn on the pirates and attack with whatever they can get their hands on. They should get a roll for surprise against the pirates.

If the PCs take the ship, the pirate wizard (who is with his captain in the caves at area C) learns of it using his *crystal ball* and will begin preparing his defenses. (For each use of the *crystal ball*, the DM should consult the 2nd Edition *DMG*, page 165, to determine if anyone detects the scrying.)

Into the Nautiloid

The nautiloid has seven decks, lettered A through G. The DM should read this



section thoroughly before the PCs ever come upon the ship, since the design of the ship is somewhat complicated. (See the map of the nautiloid for more details.)

Command Station (Con)

This area is located in the uppermost section of the nautiloid's shell. Access is gained by a ladder that leads down 10' to the helm deck (area B4).

B1. Captain's Chair. This was once the site of the mind-flayer captain's command chair. Captain Redwald has had his backup furnace helm mounted here. From this position, he was able to see the bridge deck where the crew gathered when he wished to address them. The helm deck and the forward and ventral observers were also in full view, so that lookouts could report sightings immediately.

The floor of the platform under the furnace chair is formed of a transparent crystal that enables anyone sitting in the chair to view the deck directly below. The furnace helm looks like an ornate throne; a small door in the base opens onto a compartment that contains the captain's now nonmagical ring. The helm radiates magic.

B2. Captain's Day Room. This room is 10' wide and 10' deep. All the walls of the shell are etched with grotesque scenes of mind-flayer exploits. The captain keeps a cot and some of his personal things here: extra clothing (all bright colors), a washbasin, and a jug of wine. His ship's log is here also. It tells of the pirates' previous ship, relates the taking of the mind-flayer ship, and describes some of their conversions to the nautiloid. The capture of the sailors and the colonists is also noted. The last entry details the discovery of the dwarven asteroid fortress, the taking of the small dwarven ship, the story of the ore mines, and the pirates' subsequent battle with the dwarves. There are no entries concerning the capture of Fallgon's friends.

Scout Deck

This deck comprises two platforms—one forward and one aft—that jut out over the battle deck below.

B3. Forward Observer. A human guard will always be stationed here

unless an alarm has been sounded. Night or day, a reddish glow emanates from the crystal viewing window mounted in the forward shell. Everything outside for 180° forward can be seen from here, even at night; the crystals are enchanted to mimic infravision (120' range). Sets of stairs on either side of the deck lead down 10' to the bridge floor.

B4. Helm Deck. This deck is located above the main saloon (area B5) and can be reached from the bridge floor via a ladder located by the saloon door. A waist-high rail runs along the front of the deck, which is about 15' wide at the rail. The smooth walls curve to meet about 12' aft of the rails.

A thronelike chair sits in the middle of the deck. Further investigation reveals it is chipped and cracked. One large crack in the rear runs through the entire throne. A makeshift patch has been attached to the rear hull with spikes and tar. This was the area where the mind flayers had their own form of helm known as a series helm. The pirates gutted it and mounted their now-destroyed major helm here.

The pirates have tried to patch a breach in the hull caused during the battle with the dwarves but cannot seem to find a good way of attaching anything to the hull. From here, the forward observer and the bridge deck can be viewed. A ladder leads up to the command station 10' above.

Bridge Deck

This deck is entirely enclosed inside the protective stern shell. The interior of the shell resembles mother of pearl and reflects light all about in a rainbow of colors. Etched into the surface of the shell are baroque murals depicting hideous beings with tentacles sprouting from their faces. These beings are shown subjugating humans and other creatures. High above, large etchings depict fleets of vessels such as this one battling fleets of other vessels with sails like butterfly wings. From this deck, the stairs lead up to the scout deck forward.

B5. Main Saloon. This room is located in the aft end of the bridge deck and is walled off. A single door leads out to the bridge floor. The room is 40' wide as the widest point, tapering to 5' at the stern. The pirates have installed a small bar and pantry along the aft section. There are several tables and chairs scattered throughout the room, upon which lie unfamiliar dice, bones, and cards.

Several casks of wine and ale are stored behind the bar, but an open and partially empty bottle of tallia conspicuously awaits the return of its owner. Tallia is a very potent alcohol fermented from fruits grown on a far-away world. If the liquor is imbibed without diluting it, the drinker must make a saving throw vs. poison or become instantly very intoxicated for 1-6 hours.

The pantry contains dried fruits, smoked meats, moldy bread, and jars of unidentifiable pickled things. If it is night and no alarm has been sounded, most of the human crew are here, gambling and drinking. At other times, no one will be here.

B6. Bridge Floor. This elliptical deck measures 72' in length. It is 25' wide at the greatest point. To either side of the room are located large hemispherical windows made of a translucent red crystal. Just aft of the windows, closed doors lead out to the ventral observation stations. Stairs in the center of the room lead down to the battle deck. Stairs along either wall lead up and forward to the scout deck 10' above.

Below the scout deck, the forward section has four door-sized portals made of the translucent red crystal. These portals lead out onto the upper battle station and can be locked from the inside.

The walled-off section in the rear has one door to the starboard (right) side. Above the door is a plank with the word SALOON painted on it. To the right of the door, a ladder leads up 9' to a railed deck above the saloon. This is the helm deck (area B4), and from here another ladder leads up 10' to a narrow walkway that juts out over the center of the room high above the bridge deck.

B7. Ventral Observers. Located to either side of the bridge floor, the ventral observers have large translucent crystal portals that filter in a dim blood-red light during daylight hours. Just aft of the portals are doors that lead out onto small semicircular observation platforms. During the day, one pirate is stationed on each of these platforms.

B8. Upper Battle Station. This semicircular deck is approximately 10' wide and encompasses the front half of the bridge deck. Three ballistas are mounted here, where the deck is open to the sky above. These ballistas can fire in an arc of approximately 300°. All three ballistas are kept loaded, and there are always at least two men stationed here (including a half-orc at night).

Four doors lead in to the bridge deck (area B6). A metal rail surrounds the deck. Rising from the aftmost section of the deck, a single mast carries the pirates' flag, a skull with crossed swords clenched in its teeth. The statistics for the medium ballista are given at "Fallgon of the Whitebeards." The pirates can man each of these ballistas with only two men.

Battle Deck

B9. Alaginzeron's Cabin and Lab. This door is *wizard locked* (10th level). It is evident at a glance that this is the cabin of a wizard. The room takes up the entire end of this deck. The forward wall is over 20' long, and the side walls taper together to meet about 15' aft, forming a semicircular room. A strange moss grows on the ceiling, giving off a dull green light (the moss is harmless).

Lining the walls are tables and shelves with various apparatus for creating potions and magical items. Most of the equipment was broken and scattered on the floor during the crash landing. Alaginzeron has gathered the few vials and jars that survived and placed them on one of the tables, along with a small wooden box and a bone scroll case. The vials contain common spell components. One jar contains several ounces of gray ooze, and another contains green slime. The wooden box contains a large egg (a trapper egg).

The scroll case contains a single scroll with the following spells: *blink, dimension door, teleport, passwall.* The scroll also has *explosive runes* cast on it; it explodes when read, destroying itself and doing 6d4 +6 hp damage to the reader (no save). Those within 10' may save for half damage. A wizard has a 5% per level chance of detecting the runes before they are set off.

A small bed is nailed to the floor at the back wall. Near the port wall is a chest measuring about 3' × 3' × 4'. The chest is actually a mimic that guards

The *Ring of Burbul*

This intelligent ring is both *cursed* and *blessed.* Each time a person dons the ring, it instantly shapes itself to fit the wearer's finger. It will not allow itself to be removed after that time unless the person dies or a *remove curse* spell is successfully cast. The ring talks out loud in a high-pitched voice and will try to get someone to put it on by bragging about its great powers. A *detect lie* spell will not reveal anything about the truth or falsity of the ring's words.

The *ring of Burbul* is actually a modified version of a *ring of contrariness* (see 2nd Edition *DMG,* page 147), but instead of having only one of the listed powers, it has access to all six powers.

The ring has a craving for precious metals, the more precious the better. It eats these and uses them as a source of power for both its own existence and its spell use. It prefers coins but will not turn down other small metal items such as earrings or other small rings.

Each time the wearer wishes the ring to use a power, the DM should roll percentile dice twice. If the spell requested is one of the six available, there is a 20% chance (first roll) that the power will be activated. If the power fails or if the power requested is not possessed by the ring, the innate contrariness of the ring will cause it to claim it doesn't have enough power at the time to cast that spell. In addition, if the second roll was 10% or less, the ring's contrariness affects the wearer as per a *ring of contrariness.* No save is allowed, since the person is wearing the *cursed* item. The condition of *contrariness* becomes permanent unless a *limited wish, wish,* or *remove curse* removes it.

The *ring of Burbul* has access to the following spell powers: *fly, invisibility, levitation, shocking grasp, spell turning, strength.* The ring will not necessarily tell the wearer all of these powers at first (DM's option) and may boast of other nonexistent powers. It will always insist on being fed before it will attempt a spell. The amount of metal it desires before casting a spell is not a fixed value and may be negotiated with the ring on a case-by-case basis that depends upon the gravity of the situation the wearer (and thus the ring) is in. It will sometimes accept a promise to feed it well in the near future if it will perform a task immediately, but it will remember if the promise is not kept. (If the ring perceives great danger to itself or its wearer, it may decide to cast any of its spells.)

The ring's mouth can stretch to accommodate objects up to 1½" × 1½" × 1½". Its interior is like a small *bag of holding,* and it can store up a great number of coins for later digestion. In extremely dire circumstances, the wearer might be clever enough to persuade the ring to literally "cough up" some coins for him.

In addition to coins, the ring loves small magical items such as rings. It may say that, if fed a tiny magical item, it will gain the item's powers. This is partially true, and only for the first time the ring is fed a magical item by its current owner. Thus, if the wearer fed it a *ring of fire resistance,* the *ring of Burbul* would gain the abilities of a *ring of fire resistance.* Unfortunately, it could access them only 20% of the time, with a chance of causing the wearer to become contrary. After the first magical item is consumed, there is only a 25% chance it will gain a new power each time it is fed an item; otherwise the item and its power are lost. If this occurs, the ring apologizes and claims ignorance.

The ring does not like wizards, clerics, paladins, or rangers because these classes cast spells. It likes to have the limelight all to itself. It is of neutral-good alignment and will not function for evil persons. It loves small, fun-loving demihumans such as halflings and kender. The more mischievous the use of its powers, the more likely it will perform (the DM should assign a higher percentile for the ring to work in such cases).

The ring assumes the name of its current wearer (the last wearer was Burbul Hairfoot). It should be played by the DM in a manner to add comic relief as well as mystery. It instantly gains the ability to speak the language of its current wearer, and thus knows many languages from across the galaxy (the DM should decide what these might be). It will sometimes recall strange tales or humorous jokes. The ring does not know its own origin or age, but it has been around for many centuries.

the wizard's valuables in exchange for an occasional human meal.

Mimic: INT average; AL N; AC 7; MV 3; HD 7; hp 40; THAC0 13; #AT 1; Dmg 3-12 (smash); SA glue; SD camouflage; SZ L; ML 15; XP 975; MC. If anyone tries to open the "chest," the mimic attacks with a pseudopod (roll for surprise), and a large mouth forms in the chest.

Inside the mimic-chest are three books, 100 gp, and a small bony hand with a ring on its third finger. The first volume is a manual on the creation of golems (see the *Monstrous Compendium).* The second is a manual on the creation of homonculi (see the *MC* also). The third volume is a book penned by Alaginzeron detailing the care and feeding of mimics and trappers, and the growth and uses of green slime and gray ooze. The mind flayers used these to etch the shell of the nautiloid and various metal devices; however, this is a dangerous procedure for humans to attempt.

The hand belonged to a halfling who was fed to the mimic recently. The *cursed* ring prevented the hand from being fully digested. In life, the ring would not come off, but it can now be removed. The ring appears to be formed from various precious metals that have been melted and molded together. The face of the ring is carved to resemble the face of a halfling. (See "The Ring of Burbul" sidebar for more information.)

B10. First Mate Gurgar's Room. The door to this room is locked, and Gurgar carries the key. The room is almost a rectangle 20' long and 30' deep. During the day, Gurgar can usually be found sleeping in the large feather bead against the far wall. He has hidden 20 gp under the mattress. An unlocked chest in the far corner contains a normal dagger hidden under layers of stinking ogre-sized clothing.

B11. Sail Storage. The door to this room is unlocked. The narrow, cramped area contains extra sails and ropes.

B12. Chart Room. The door to this room is locked, but Gurgar's keys will open it. The walls are lined with racks containing maps of other lands and worlds, and charts of known planetary systems. A strange black device, 3'-high and circular, stands in the center of the room. This is a planetary locator, a

magical device that can sense large bodies in space at a great distance. The device weighs 200 lbs. and is bolted to the deck. Anyone standing before the locator and placing his hands upon it can cause a display of all nearby planetary bodies to appear above the flat, tablelike surface.

B13. Cargo Bay Hatch. This 10'-square hatch is hinged on the aft side and opens into the cargo hold (area B20). It is secured with a large chain and padlock.

B14. Assembly Deck. This deck is 30' wide and 25' long. The outermost walls are formed by the interior of the ship's shell (see Bridge Deck for a description of the walls). The arch of the shell's large hooded opening yawns forward, opening to the outside. The hood gives partial cover to a catapult on the forward deck. A 10'-square hatch covers a large hold in the center of the deck.

To the stern, two sets of stairs lead aft. The starboard stairs lead above to the bridge deck. The port stairs lead below past the cargo deck to the slave deck. Just port of the stairwells, a door leads into the chart room; it is always locked, and Gurgar has the key. Just starboard of the stairwell is a corridor that leads aft. There is a door starboard midway along the corridor (this is the sail storage closet and is unlocked). The corridor widens out where it ends. From this open space, two doors lead out. One door is aft, and the other is in the port wall (see areas B9 and B10). Golem usually stands at attention in this area until summoned.

B15. Middle Battle Station. This section of the deck is open to the outside but is covered overhead by the protective hood of the shell 15'-20' above. Here the deck is 30' wide here and 15' long. In the center of the deck, a medium catapult is mounted on a turret that allows it to fire forward in a 180° arc. Six clay pots the size of watermelons and containing green slime (see "Battle for the Nautiloid") are arrayed beside the catapult. Six normal catapult projectiles are lined up on the other side of the weapon. Ahead, the deck curves up steeply to a small platform that overlooks the lower battle station. Directly ahead, stairs lead up 5' to the platform. To port and starboard, stairs lead down 5' to the lower battle station. The earthbound statistics for the medium catapult are given here, derived from the 1st Edition *Dungeon Masters Guide* (pages 108-109) and the *Concordance of Arcane Space* (page 41), from the SPELLJAMMER boxed set. These statistics will improve if the catapult is used in wildspace (see the *Concordance of Arcane Space,* page 40).

Medium Catapult: Value 175 gp; Range: min. 160 yards, max. 330 yards; Damage: S-M 2d10, L 3d4, 2d2 structural points; Crew: 5-8 (the pirates can man it with only three); Rate of Fire 1/4; THAC0 17; Critical hit on 19 or 20.

Lower Battle Station

This station overlooks the ram at the nose of the ship. A medium ballista is mounted forward (see "Fallgon of the Whitebeards" for statistics). Two pirates are always posted here. At night, one will be a half-orc. The hood formed by the battle platform above gives this station cover from overhead. Stairs on either side to the rear lead up to the middle battle station. A single set of stairs in the center of the rear wall leads down 5' to the captain's dining room.

Cargo Deck

The cargo deck can be reached only by means of the stairs on the lower battle station and by the cargo bay doors.

B16. Captain's Cabin. The door to this area is locked and magically trapped. The captain has the key to the door. A thief or a *detect traps* spell may reveal the trap, and a successful *dispel magic* spell against a 10th-level caster will remove it.

If the trap is set off, there is no immediate indication that anything has happened. It causes the door to the mind-flayer pantry (area B8) to quietly and slowly open, allowing the brown mold there to begin draining the heat from the dining room. Characters who do not enter the captain's cabin have a 20% chance per round (cumulative) to notice that the dining room is growing colder, but since it is cold outside, this should not be overemphasized. If the pantry door is closed within five rounds, the brown mold will be contained; otherwise, it spreads to the dining room.

The captain's cabin is dark. The deck is 20' wide near the door, but the walls taper together to meet 20' forward. At the apex of the walls hangs a painting of a galleon floating on a field of black with stars in the background. There is a bed against the starboard wall. A locked chest at the foot of the bed contains several changes of brightly colored clothes. A desk and chair sit against the port wall. Ink, quills, parchment, and a flint box are on the desk. An oil lamp hangs from the ceiling.

B17. Captain's Chart and Treasure Room. The door to this area is also locked, and is trapped with a poison needle (save vs. poison or die in 1-4 rounds). The room is approximately 10' square and is piled with charts of various planetary systems, and maps that indicate the rumored locations of buried treasures.

A locked and trapped chest (3' × 3' × 4') sits in the corner. Failure to disarm the trap causes a puff of poisonous spores to explode, covering the entire room. Each person in the room takes 3-18 hp damage (save vs. poison for half damage) and must receive a *cure disease* spell within 24 hours or die, sprouting 1-4 gas spores. The trap uses spores distilled from a gas spore. Inside the chest are a bone scroll case (containing a *cursed* scroll: the reader is stricken with cowardice and must make a morale check (at ML 6) for each encounter to see if he flees), a small cloth bag (a *bag of holding* containing 500 pp), and a *dagger +2.*

B18. Mind-Flayer Pantry. The door to this area cannot be opened by any means short of physically destroying the wood, unless the door to the captain's cabin is wide open. This was used as a safety precaution by the mind flayers so that the pantry door would not be accidentally opened, but it has now been rigged by the pirates as a trap. If the captain's door is opened without disarming the trap, the door to the pantry quietly opens, allowing the brown mold inside to grow.

Upon opening the door to this room, the adventurers feel intense cold like that of an ice house. The room is approximately 10' on a side. Lining the walls are racks of large jars containing the frozen brains that serve as food for mind flayers when fresh ones are not available. The room is kept cold by means of a mutated form of brown mold growing on the ceiling. This mold does

not do instant damage to anyone within 5' as does the normal kind. Thus, someone can enter and leave in one round without being harmed. But, if exposed to the outside air for more than one round, this brown mold begins to grow rapidly. By the sixth round, it will have doubled in size and spread outside the room into the captain's dining room (area B19). At this time, the mold matures and acts as a normal brown mold. Any creature locked within the pantry will suffer hypothermia within one turn and freeze to death within an hour.

Brown mold: INT non; AL N; AC 9; MV 0; HD nil; hp nil; THAC0 19; #AT nil; Dmg nil; SA freezing; SD absorbs heat; torch causes it to double in size, flaming oil quadruples it, *fireball*-type spells cause it to grow eightfold; harmed by only cold-based or *disintegrate* spells; SZ S (at first); ML nil; XP nil; MC.

B19. Captain's Dining Room. This room is 20' long, 10' wide at the forward end, and 15' wide at the aft end. An ornate chandelier hangs in the center of the room over a long oak dining table. There are four chairs along either side and one at the head of the table. A single closed door leads forward (to the captain's cabin, area B16), another leads starboard (into the mind-flayer's pantry, area B18), and double doors lead aft (into the cargo hold, area B20). These are all locked. One staircase leads up to the lower battle station, and another set of stairs leads down and starboard (to the slave deck).

B20. Cargo Hold. The locked double doors leading into this area are trapped with a poison-needle trap. The hold is dark and is approximately 60' long and 30' wide. The ceiling is 15' high. A closed stairwell passes through the center of the hold but does not allow access to the hold. The pirates have installed a false wall across the rear end of the hold. Their real treasure is behind the wall (in area B21) and can be reached by means of a secret door. Behind the stairwell is a covered vat containing an ochre jelly. The creature was mutated by the mind flayers so that it cannot move, and it was used as a garbage disposal. The pirates left it here and also use it to dispose of their wastes.

Ochre jelly: INT non; AL N; AC 8; MV 0; HD 6; hp 38; THAC0 15; #AT 1; Dmg 3-12; SD immune to fire and cold, divided by *lightning bolts;* SZ M (6'); ML 10; XP 420; MC (oozes/slimes/jellies).

The hold contains kegs of ale, bolts of silk, barrels of tar, extra ropes, and a treasure chest. The chest is locked but not trapped, and filled with coins of various metals including gold, silver, and copper. The faces of the coins will not be familiar to the PCs, since they were coined on other worlds, but the coins can be melted down and sold for their metal, or perhaps sold to a collector of strange coins. A dagger, a long sword, and a scroll case are buried in the coins and partially visible.

All this was left here to appear to be the pirate's main treasure. It contains 104 gp, 225 ep, 328 sp, 503 cp, and five gems worth 50 gp each, but also contains a colony of 10 flying goldbugs, a *cursed long sword +1,* a *cursed dagger of throwing* (when thrown, it automatically hits the one who threw it), and a *cursed* scroll. The reader of the scroll must talk in rhyme. If he is a spellcaster, he must make up a rhyme to cast any spell—the higher the level, the longer the rhyme. The DM should determine whether the spell works based on the player's creativity.

Goldbug, flying (10): INT non; AL N; AC 9; MV 1, fly 6; HD ¼; hp 2; THAC0 20; #AT 1; Dmg 1; SA poison; SD looks like a gold coin; SZ T; ML 10; XP 65; FF (adapted). Each beetle has a flattened, circular body and a golden shell, making it closely resemble a gold coin. They are very similar to the goldbug described in the FIEND FOLIO® tome, but this variety can fly. When disturbed, they swarm like a hive of hornets, attacking anything that moves. A bite inflicts 1 hp damage; then the victim must save vs. poison or lose 1 hp per round for 3-18 rounds (multiple bites have cumulative effects), unless a *remove poison* spell is cast.

B21. Rear Treasure Room. This room is located behind the false wall aft of area B20 and can be entered through the secret door. The room is 15' deep and 25' wide, its walls tapering to meet at the tail of the ship. In this narrow space aft there are two large chests, each measuring 3' × 3' × 4'. One chest is actually a trapper that has spread itself out on the floor to look like the deck and formed its center to look like a real chest. If anyone throws a large chunk of meat, a dead body, or a small animal to the trapper, it rolls up around the morsel and leaves everyone else alone. The pirates discovered the trapper in their exploration of the ship and have left it here to guard their treasure. In exchange, they feed it regularly.

Trapper: INT high; AL N; AC 3; MV 3; HD 12; hp 86; THAC0 9; #AT 1; Dmg special; SA entraps victim, who suffocates in six rounds; victim loses 4 hp plus own AC each round; SD immune to heat-or cold-based attacks; SZ H; ML 11; XP 2,000; MC.

Lying about the room is a great deal of dwarven armor and other gear, which Fallgon can identify as belonging to his fellows. He will not like it if anyone tries to take their things, and insists that the gear be returned. If any of the PCs insist on keeping anything belonging to the dwarves, Fallgon will not put up much of a fight, but he will remember this greediness later when it is time to distribute the party's rewards.

The dwarven belongings include the following: one suit of field plate; one suit of plate mail; three suits of chain mail; three suits of ring mail; *hammer +2 dwarven thrower; short sword +2, giant slayer; hammer +3; hammer +2; battle axe +2; throwing axe +1; mace +1; short sword +1.* The other treasure includes the following: *cloak of protection +2; morning star +1;* suit of human-sized *splinted mail +3; long sword +1* (Int 12, AL LG, *detect evil* 10' radius, semi-empathy with wielder); and a box of 50 pearls worth 50 gp each, one of which is actually a *pearl of wisdom.* The following monetary treasure is in the real chest: 1,000 gp, 2,000 ep, 3,000 sp, 7,000 cp, 17 gems worth a base 100 gp each, and a single 1,000-gp gem.

Slave Deck

There is very little of value in any of the quarters, just hammocks and dirty clothes.

B22-23, 27. Pirate Quarters. A total of 10 pirates live in these two rooms (four each in areas B22 and B23, the remaining two in area B27).

B24, 26. Half-orc Quarters. Six half-orcs inhabit these two rooms, with three half-orcs per room.

B25. Passageway. Stairs from the captain's dining room (area B19) lead down to this passageway. The door at the foot of the stairs leads aft to the

guard post at area B30 and is closed but not locked. Other doors along the passageway lead into crew quarters. None of these doors is locked. The half-orcs may be sleeping in their rooms during the day unless aroused by the cries of battle. Late at night, the human pirates can be found sleeping in their rooms.

B28. Slave Quarters. The 10 male captives are kept in the six cells along the port wall, and the five female captives are kept in the three cells along the starboard wall. Only the females are here during the day. All the cells are locked, and the keys are kept in area B29. There are guard posts at both ends of the cells, but no one ever mans them except when the prisoners are fed or are being taken in or out. A stairwell leads up and through the cargo hold to the battle deck. Pirates who miss their morale checks may flee here to hold the women as hostages.

B29. Guard Post. This post is also empty. A door leads forward to the slave quarters, and another leads aft to the rear jettison (area B31). Neither door is locked.

B30. Guard Post. The post is empty, but there are torches and flints here as well as a jug of water and a cup. Keys to the slave cells hang on the wall.

B31. Rear Jettison and Storage. Unwanted materials are jettisoned from this room, and jettisoned cargo can be used as weapons against enemy ships. The six green slime canisters stored here were such weapons. Unfortunately, the containers were broken in the crash, and green slime is scattered about the room (see "Battle for the Nautiloid" for green slime statistics).

Journey to the Caverns

The PCs may learn that the pirate captain and his wizard have taken the dwarves to the cavern by questioning the crew or freed sailors. The lost dwarven cavern is located about five miles east of the wreck, in the foothills of Mount Hotenow (area C on the Neverwinter and Vicinity map). Alternatively, those with tracking skills may track the pirates to the cavern. The trail leads along the northern edge of the river, and thick fog rising from the warm waters obscures sight from dusk till dawn.

Fallgon insists on finding his comrades as soon as possible and urges the PCs to go with him to the cavern if they have not already offered to do so. There is a one-in-six chance for an encounter on the way to the cavern. The DM should refer to the Random Encounters table to determine what the party comes across.

As the PCs climb the foothills and near the cavern, they see that the mouth of the cave is approximately 40′ wide and 30′ high. A steaming waterfall issues forth from the rocky opening and plunges down the mountain to meet the main river. The water is about body temperature.

As the PCs enter the steep foothills below the mouth of the cavern, the evil wizard Alaginzeron prepares to attack. The wizard's statistics and his suggested tactics are detailed here. The DM should be thoroughly familiar with these tactics before the PCs are allowed to reach the cavern.

The Wizard Alaginzeron

Since the adventurers' arrival at the ship, the pirate-mage Alaginzeron has been scrying the PCs in an effort to learn all he can about them. He has used this knowledge to prepare his defenses (see "Alaginzeron's Tactics"); unless he is met elsewhere, Alaginzeron will scry on the PCs from area C20.

Alaginzeron: AL NE; AC 7; MV 12; M10; hp 50; THAC0 17; #AT 1; Dmg by spell or weapon type; S 16, D 16, C 16, I 16, W 16, Ch 13; ML 12; XP 4,000.

The wizard owns spell books containing his memorized spells plus any other spells that the DM wishes to introduce. He uses several magical items: *robe of stars, ring of shooting stars, dagger of venom, pouch of accessibility, beads of force* (6), *crystal ball, wand of steam and vapor* (30 charges). The wand has two functions, each of which costs one charge. The steam function causes a cone of superheated steam to issue forth (10′ × 30′ × 50′), causing 6-36 hp damage to all within. The steam persists for three rounds, doing 4-24 hp damage to any creatures still in it on the second round, and 2-12 hp damage on the last round. Creatures may save vs. wands for half damage each round. The vapor function causes a warm cloud of steam vapors to issue forth. These vapors are equivalent to a fog cloud 40′ deep, 60′ high, and 80′ wide. The cloud persists for six rounds and remains stationary unless blown by winds (magical or nonmagical). Cold-using creatures take 1 hp damage for each round they are in the cloud, and cold-dwelling creatures take 2 hp damage per round.

Alaginzeron has the following potions: *speed, gaseous form, water walking, philter of love, clairvoyance, ESP.* He has a scroll with the following spells: *monster summoning I, monster summoning IV* (×2), *monster summoning V* (×2), *monster summoning VI.* The DM should consult the monster summoning tables in the *Monstrous Compendium* or roll randomly each time the scroll is used, unless otherwise stated.

Alaginzeron has the following spells memorized: *alarm, color spray, phantasmal force, shield, flaming sphere, improved phantasmal force, stinking cloud, web, fly, lightning bolt, spectral force, improved invisibility, minor globe of invulnerability, chaos, teleport.* He does not have a familiar but has created a homonculous named Medio.

Homonculous Medio: INT as creator; AL NE; AC 6; MV 6, fly 18 (B); HD 2; hp 13; THAC0 16; #AT 1; Dmg 1-3; SA bite causes sleep for 5-30 rounds (save vs. poison); SD cannot be captured while flying except by net or *web* spell; save as M10; SZ T; ML 13; XP 420; MC. Medio is telepathically linked to Alaginzeron for up to 480 yards. If Alaginzeron is attacked, Medio will defend him to the death.

Alaginzeron is in his sixties with graying black hair, and wears a dark robe embroidered with silver stars. He is very clever and will not confront the PCs directly, preferring to use hit-and-run tactics. He will scry on individual rooms of the cavern complex from C20 until he finds the party. Once he locates the PCs, he will send monsters after them, cast spells at them, or try to trap them. He is concerned with his own well being only but will protect captain Redwald and his men as long as it is in the wizard's best interest. If the PCs get close to capturing him, Alaginzeron will flee or use a *teleport* spell to escape (with or without the captain). If captured, he will make any promises to protect his life, offering information about lost treasures, new spells, or spelljamming ships (a good place to hinge the PCs' next adventure). However, the wizard will break his oaths as easily as he gives them and will try to

escape at the first opportunity.

Alaginzeron is strong and quick for his age, and speaks eloquent Common in a deep voice. He carries himself with an educated upper-class manner. Though he can be ruthless and amoral, he is not sadistic. Strangely enough, he considers himself a gentleman. He is meticulous and dislikes dirt and filth. If the PCs are captured, Alaginzeron could be persuaded to free them if the proper ransom were arranged.

Some tactics Alaginzeron might use are suggested hereafter. Each time the DM must make a decision on Alaginzeron's actions, this table should be consulted.

Alaginzeron's Tactics

A. As the PCs enter the foothills, Alaginzeron learns their position through his *crystal ball.* When the party is close to the cavern entrance, the wizard goes to the entrance, casts *monster summoning VI* from his scroll, and sends the monsters (a manticore and an otyugh) to battle the PCs. He then goes back into the cavern and studies the results with his *crystal ball.*

Manticore: INT low; AL LE; AC 4; MV 12, fly 18 (E); HD 6+3; hp 42; THAC0 13; #AT 3; Dmg 1-3/1-3/1-8; SA tail spikes; SZ H; ML 13; XP 1,400; MC. The manticore attacks first by firing a volley of six tail spikes (1-6 hp damage each); it can fire four volleys per day.

Otyugh: INT low; AL N; AC 3; MV 6; HD 6; hp 44; THAC0 15; #AT 3; Dmg 1-8/1-8/2-5; SA grapple foes for 2-4 hp damage per round, gaining a +2 bonus to hit with bite; diseased bite; SD never surprised; SZ M; ML 14; XP 650; MC.

B. If the PCs continue to approach the cavern, the mage goes near the entrance and sends two gas spores to meet them (the creatures were summoned by *monster summoning I* from his scroll). Alaginzeron also casts a *spectral force* spell on the gas spores and maintains this spell through his *crystal ball,* escaping deeper into the cavern if the spell fails to stop the PCs. He speaks to the PCs through the *spectral force* to make them believe the gas spores are actually beholders. He may even use an illusion to make the PCs believe the "beholders" are shooting beams from their eyes. The illusion that one of the party has turned to stone should do the trick. Here's how to do it: A gray beam hit a PC's foot, and he is told to save vs. petrification (the DM should secretly treat the roll as a save vs. illusion). The DM then describes a gray substance forming over the skin and rapidly covering the character's whole body. If the save was failed, the PC believes that he has been turned to stone and falls immovable in a state of shock. Have fun with this.

Gas spores (2): INT non; AL N; AC 9; MV 3; HD 1 hp; THAC0 20; #AT 1; Dmg special; SA 6-36 hp damage to all within 20' (save for half damage); victims must receive *cure disease* spell within 24 hours or die, sprouting 2-8 gas spores; SD 90% likely to be mistaken for a beholder; SZ M; ML 8; XP 120; MC (fungus).

C. Alaginzeron reserves his *minor globe of invulnerability, shield, improved invisibility,* and *teleport* spells as a last resort. If the PCs are very near and all else has failed, the mage sends the *charmed* dwarves or summoned monsters forth to detain them. He casts *shield, minor globe of invulnerability,* and *improved invisibility* on himself, then comes forth to cast *chaos* or other spells at the PCs or use his wand on them. If that does not work, he *teleports* away.

D. If the PCs enter the main cavern or are getting too close, Alaginzeron may send Medio out through the hidden mines to lure them away into traps or monster lairs in the lower caverns. Medio will carry several of the *beads of force* with him and may throw them at the PCs from hiding.

E. When the PCs are in one of the lower caverns or mine shafts, the mage casts a *fly* spell and travels to the cavern above them to summon a monster (using a spell from a scroll). He then sends a *stinking cloud* and *cone of steam* down upon the PCs, sending the monster down to finish them. He returns to area C20 immediately and scries upon the PCs to see how the battle goes.

F. If the PCs enter the tunnel leading to the grimlock lair (area C9), Alaginzeron casts normal *invisibility* and *fly* spells. He then quickly flies to area C8 and down the tunnel leading to the lair. When in range, he casts a *color spray* spell and flies away. He hopes this will blind some or all of the PCs, giving the grimlocks a better chance since they are blind already.

G. At any time that the PCs draw near or closely pursue the wizard, he shoots steam from his wand, uses one of the functions of his *ring of shooting stars,* or throws *beads of force* to slow the party down. If Alaginzeron thinks he has enough time, he may then cast a *flaming sphere* spell and send it toward the adventurers.

H. At any time the PCs are in a cavern, the mage may fly to the entrance *invisibly* and fire a *lightning bolt* at the ceiling to try to cave it in. (There is a 40% chance this will work. If a cave-in is caused, the DM should roll percentile dice to determine the extent of the damage. For every 10% rolled, the PCs take 1-8 hp damage. For rolls of 60% and above, the PCs take 6-48 hp damage and are completely trapped. Refer to the effects of being wrapped in a *web* spell to determine further effects and the results of escape attempts. Saves for half damage may be made.

I. If the PCs catch Alaginzeron off guard, he may cast an *improved phantasmal force* spell to create the appearance and sound of a cave-in between the PCs and himself, thus blocking them off. This illusion persists for two rounds while the wizard attempts to escape by drinking his potion of *gaseous form* or by *teleporting,* if absolutely necessary. If Alaginzeron *teleports* away, he is removed from the adventure.

J. Whenever the PCs are in trouble, Alaginzeron may appear and shoot steam or cast a *web* spell at them, then flee.

K. If confronted with invisible foes, the wizard uses *faerie fire* from his *ring of shooting stars.*

The Lost Dwarven Caverns (Area C)

While it is not necessary, the *Dungeoneer's Survival Guide* could be a helpful reference as the PCs explore the cavern complex on the side of Mt. Hotenow.

C1. Cave Entrance. The entrance is about 40' wide and 30' high. A small stream exits from the mouth of the cave, forming a narrow bank about 10' wide in the north edge. The mage Alaginzeron will have already executed tactics A and B (see "Alaginzeron's Tactics"). If a ranger checks for footprints prior to entering the cave, he sees

tracks leading along the narrow ledge on the north wall.

C2. Main Cavern. The stream issues forth from twin waterfalls on the north wall of the cavern. The water forms a dark pool in the back of the cave and circles around a single stalagmite that rises over 40' into the air. The back of the cave stretches into darkness over 120' beyond, and the ceiling is almost 100' above, sporting many beautiful stalactites. There is an alcove in the southern wall and two tunnels at the rear of the cave. One tunnel slopes down to the south, the other is 15'-20' wide and runs east. Unless a ranger specifically checks behind the falls, the footprints leading to the edge of the pool (area C4) will not be found.

Unless the PCs enter the cave along the north wall and walk along the narrow ledge, they will be attacked by piercers that live among the stalactites above.

Piercers (6): INT non; AL N; AC 3; HD 4, 3 (×3, 2 (×2); hp 16, 12 (×3), 5 (×2); THAC0 19, 17; Dmg 1-6 hp per hit die; SA 95% likely to surprise; SZ 4'/5'/6' long; ML 10; XP: 4 HD = 420, 3 HD = 120, 2 HD = 65; MC.

C3. Alcove. This alcove has a beautiful "drapery" of limestone spread across its walls.

C4. The Blue Pool. This pool is blue-green in color due to the copper leached out in the water. An open tunnel only 10' under the surface is not visible above the waterline. This is the mouth of the secret tunnel (area C18). The DM should not allow the PCs time to discover this at first. If they show much interest in the pool, Alaginzeron will execute tactic D to lure them away and down to the grimlock lair (area C9). The pool may be drained in five rounds by throwing a switch hidden inside the giant stalagmite (area C5), which causes the flow from the eastern falls to cease.

C5. The Giant Stalagmite. There is a secret door at the top of the stalagmite. If the door is opened and the switch inside thrown, the east falls are blocked off and diverted to the west falls, and the pool at area C4 drains into underground caverns.

C6. Small Cave. This cave is 20' across and has openings at both ends. A hidden door in the east wall leads into area C7.

C7. Hidden Mines. A hidden door in area C6 opens into this small mine tunnel. The dwarves liked to keep their operations a secret, so they went to great pains to conceal their tunnels. Gold dust can be found in the dirt of the floor and glitters in the walls, but the veins of ore have been depleted. The tunnels are about 5' square, and the timbers shoring them up are very old. If Fallgon is with the party, he points out that these tunnels are dangerous; anyone else with mining proficiency is also able to discern this.

One tunnel leads north to a ladder that leads up to area C12. The ladder is trapped. The fifth rung from the top will give way when anyone grasps it. The victim must make a dexterity check or fall 20', taking 2-12 hp damage. There is nothing of value in the tunnels. There is a 1% chance each round of a cave-in due to the vibrations of the PCs footsteps whenever they are in the mining tunnels. Any battles that occur raise this chance to 5% per round of battle. Spells such as *lightning bolt, fireball,* etc. will almost certainly cause a cave in. Alaginzeron may try tactic E or H if the PCs enter the shafts.

C8. Connecting Cave. This cave has three tunnels leading into it. The tunnel to the north leads steeply upward to the mobat cave (area C14). The opening in the west wall branches almost immediately. The right branch leads up to area C6; the left branch goes down to the grimlock lair (area C9). The sound of rushing water can be heard through an opening in the east wall, and steam billows through the opening into the cavern. This doorway leads out onto a natural bridge (area C10) that spans a wide chasm. A 15'-wide shaft drops into the darkness in the center of the room. This was once an elevator shaft down to deep mining tunnels, but the workings below have long ago caved in. The shaft is 100' deep. Alaginzeron may execute tactic E from the mobat cave above if the PCs are in this room.

C9. Grimlock Lair. A steep tunnel leads into a sunken cavern 40' long and 15' wide. Small holes, about 3' across, dot the walls. These are the grimlock's caves. These evil creatures immediately swarm forth to attack any intruders. The DM should determine if the PCs are surprised, taking into account the blending ability of the grimlocks. Alaginzeron may perform tactic F at this time.

Grimlocks (22): INT average; AL NE; AC 5; MV 12; HD 2; hp 16, 14 (×4), 11 (×4), 10 (×4), 6 (×7); THAC0 19; #AT 1; Dmg 1-6 or by weapon type; SA fight in total darkness without penalties due to highly developed sense of smell and hearing (they are sightless); SD immune to visual-effect spells; can blend in caverns or rocky terrain so as to be totally undetectable except by *detect invisibility* spell as long as they are motionless; save as F6; SZ M; ML 10, 14 with leader, 18 with champion; XP 120; FF. Grimlocks prefer blood-letting weapons; 10 of these use long swords, and 10 use battle axes.

Grimlock leaders (2): AC 4; HD 3; hp 22, 18; THAC0 17; ML 14, 18 with champion; XP 175; other statistics as for grimlocks above; use bastard swords.

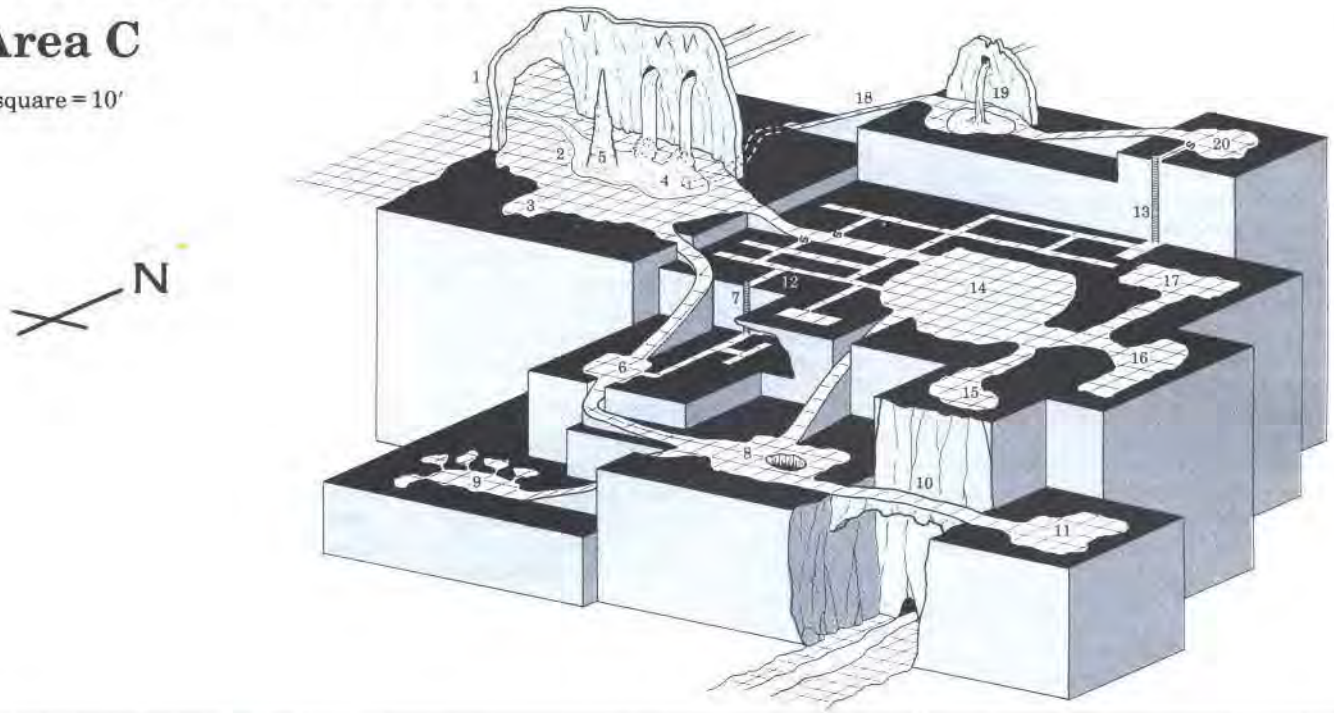
Grimlock champion: AC 3; HD 4; hp 28; THAC0 17; ML 18; XP 270; other statistics as for grimlocks above; uses two-handed sword.

C10. Natural Bridge. This natural bridge spans the chasm between areas C8 and C11. It is about 10' wide and 70' long. The sound of rushing water can be heard from far below, and warm steam rises up from the waters, making visibility poor on the bridge. The ceiling is not visible (but is 30' above the bridge). The bridge has been sabotaged by the dwarves. For each person crossing, there is a one-in-six chance that the bridge will give way when the travelers reach the middle. Dwarven PCs or those with mining proficiency have a chance to detect this trap (1-3 on 1d6 for dwarves, proficiency check required for miners). If the bridge collapses, those standing near the center of the span fall into the warm water. Anyone close to either end of the bridge falls 60' to the riverbank below, taking 6-36 hp damage. The river flows from south to north into a cave. It does not flow quickly, and characters with swimming proficiency may easily reach the banks. Alaginzeron may perform tactic J at this time if the PCs are in the water or on the banks. If any of the PCs are swept into the cave, they may be captured by the cave fisher that lives within and always has its filament at the mouth of the

LOST DWARVEN CAVERNS

Area C

1 square = 10′



cave. The cave is round, 30′ across, with 10′wide banks. The water exits far below through small holes into other subterranean caverns.

Cave fisher: INT semi; AL N; AC 4; MV 1; HD 3; hp 22; THAC0 17 (15); #AT 2; Dmg 2-8/2-8; SA adhesive trapline, can shoot filament at prey as 6-HD monster; SD filament is very strong and very thin, can be detected only 10% of the time in normal cases, takes a +1 or better weapon to cut it; the fisher can pull filament in with 18/00 strength; SZ M; ML 11; XP 175; MC.

C11. Cave Fisher Lair. As the party enters this area, the two leading characters may be captured by the two cave fishers that dwell here and always have their filaments strung across the entrance. The filaments are 98% undetectable due to the steam rising from below. The cavern is approximately 30′ deep and 35′ wide. These fishers have the same statistics as the one in area C10.

C12. Hidden Mine Shafts. A hidden door in the corridor leading from area C2 to area C14, and one in area C14, lead into these tunnels. One of the southern tunnels has a shaft leading down to area C7 (see area C7 for a description of the trapped ladder in this shaft). There is nothing of value in the shafts. Alaginzeron may try tactic E or H if the PCs enter the shafts.

C13. Hidden Mine Shafts. A hidden door on the north side of the tunnel connecting areas C2 and C14 leads into these tunnels. In the far northeastern end of the tunnels, a secret door leads to a ladder that goes up to area C20, over 55′ above. If the PCs enter these tunnels, Alaginzeron will certainly try tactics D, E, or G. If they reach the shaft leading to area C20, he will fire steam down upon them from his wand and begin tactic C.

C14. The Mobat Cave. This cavern is one of the largest, approximately 70′ in diameter with a domed ceiling 50′ above. The temperature is much warmer than outside, and the air is damp due to the steam rising from area C10 (through area 8). The floor is covered with shining silver nuggets (6,000 sp worth). There are many stalactites on the ceiling, and hanging silently and hidden among them are six huge mobats that are hibernating for the winter.

Alaginzeron has cast an *alarm* spell here as a trap. The first person to step 10′ into the room will set off the spell, awakening the bats to swarm down angrily upon the intruders. If a battle ensues, the giant bats from area C16 and the normal bats from area C17 awaken and swarm into the room, attacking the intruders and putting out torches.

Mobats (6): INT low; AL NE; AC 2 (7 if crowded in flight, 10 if not in flight); MV 3, fly 15 (C); HD 6, 5, 4 (×4; hp 36, 32, 31 (×4); THAC0 15, 17; #AT 1; Dmg 2-8; SA piercing screech, victims suffer −3 to surprise rolls; SZ H; ML 12; XP 975, 650, 420 (×4); MC.

The mobats collect shiny objects. The silver nuggets are their collection, picked up from mountain tops during their hunts in the warmer months. Only very determined PCs would attempt to take many of the nuggets, since they weigh much more than their worth in silver and are covered with bat guano. A concealed door in the west wall leads into the hidden mines (area C12).

C15. Cave Bear Lair. A foul stench

emanates from this cave. Any ranger should realize this is the distinctive smell of a cave bear's lair. The cave is 30' across and is home to a mated pair of cave bears. They are hibernating and will take one round to awaken if attacked. Once awake, however, the cave bears attack like berserkers.

Cave bears (2): Int semi; AL N; AC 6; MV 12; HD 6+6; hp 41, 37; THAC0 15; #AT 3; Dmg 1-8/1-8/1-12; SA on paw hits of 18 or better, hugs victim for 2-16 extra hp damage; SD can continue to fight into negative hp for 1-4 rounds until reaching −9 hp; SZ H (12' tall); XP 650 each; MC.

C16. Giant Bat Lair. This oblong cave is about 40' deep and 60' wide. The floor is covered in a dried stinking substance (bat guano) that is very flammable. If a torch or flame touches the droppings, the whole room will ignite, doing 1-8 hp damage per round to any on the ground for one turn before burning out. The ceiling is 30' high and hides 16 hibernating giant bats. If disturbed, they will swarm down and attack.

Giant bats (16): INT animal; AL N; AC 8; MV 3, fly 18 (C); HD 1-4 hp; hp 4 (×4), 3 (×3), 2 (×4), 1 (×5); THAC0 20; #AT 1; Dmg 1-2; SA rabies; SZ M (5' wingspan); ML 6; XP 35; MC.

C17. Bat Cave. This cave is 60' wide and 20' deep, with a 20'-high ceiling. It is home to 80 normal bats who are hibernating. If disturbed, they swarm out of the room into area C14, attacking anyone in the way. Bat guano covers the floor (see the information at area C16 about the danger of fire).

Bats (80): INT animal; AL N; AC 8 (4); MV 1, fly 24 (B); HD 1-2 hp; hp 2 (×40), 1 (×40); THAC0 20; #AT 1; Dmg 1; SA swarm puts out torches and disrupts spells; SD AC reduced from 8 to 4 in ideal flying conditions; SZ T (1' wingspan); ML 3; XP 15; MC.

C18. The Secret Tunnel. If the PCs drain the blue pool (area C4) or dive under its surface and discover the secret tunnel, Medio tries to lure them away (refer to tactic D). If this does not work, Alaginzeron travels to the top of the tunnel and casts a *phantasmal force* spell to try and convince the PCs that the tunnel has long ago collapsed and is a dead end. This may not be convincing if a ranger has detected footprints in the tunnel. If the PCs continue up the tunnel, the wizard will try tactics G, H, or J, then retreat to area C20.

The Whitebeard Dwarves

The statistics for the dwarves are given below. The weapons and armor listed are not currently in their possession but are stored in the treasure room of the nautiloid ship (area B21).

Captain Tholgrim: AL LG; AC 8 (0); MV 6; F5/C5; hp 40; THAC0 16; #AT 1; Dmg by spell or weapon type; S 18/23, D 16, C 19, I 14, W 18, Ch 13; ML 15; field plate mail; *hammer +2, dwarven thrower.* Tholgrim has access to the following priest spheres: all, elemental, healing, protecting. He has minor access to the charm and necromancy spheres. He has only the following spells left: *bless, cure light wounds* (×3), chant, slow poison, cure disease, stone shape. Tholgrim is generally taciturn and suspicious of others. However, if the PCs free him and his crew, he may wish to show them his gratitude by presenting them with gifts or inviting them to journey to Whitestone.

Valdheim: AL LG; AC 10 (2); MV 6; F6; hp 74; THAC0 15; #AT 1; Dmg by weapon type; S 18/53, D 14, C 19, I 14, W 14, Ch 9; ML 15; plate mail, *hammer +3;* shield. Valdheim is old and dour, and will be suspicious of the PCs no matter how good they have been to him and his fellow dwarves. However, he will not go against his captain's wishes if Tholgrim decides to aid the PCs.

Osorm: AL LG; AC 9 (3); MV 6; F4; hp 44; THAC0 17; #AT 1; Dmg by weapon type; S 18/49, D 15, C 19, I 16, W 16, Ch 8; ML 14; bronze plate mail; *short sword +2, giant slayer.* Osorm is a brave and skillful warrior who loves drinking and fighting. Ordinarily, he is a happy-go-lucky fellow and is friendly toward most races (with the exception of giants, whom he has sworn to wipe from existence due to some forgotten transgression against one of his ancestors). He loves to drink and recount tales of his exploits.

Storhm: AL LG; AC 10 (5); MV 6; F3; hp 41; THAC0 18; #AT 1; Dmg by weapon type; S 18/23, D 14, C 19, I 14, W 13, Ch 13; ML 14; chain mail; *axe +2, throwing.* Storhm is a stout and serious dwarf who continually chides Osorm for his joviality.

Hlodar: AL LG; AC 7 (2); MV 6; F3; hp 20; THAC0 18; #AT 1; Dmg by weapon type; S 16, D 17, C 15, I 8, W 15, Ch 17; ML 14; chain mail, *hammer +2.* Hlodar is somewhat dull witted but is a jolly, likable fellow. He is a skilled fighter and is liked by everyone in the crew.

Sorne: AL LG; AC 9 (5); MV 6; F2; hp 22; THAC0 19; #AT 1; Dmg by weapon type; S 17, D 15, C 18, I 14, W 11, Ch 13; ML 14; scale mail, *battle axe +1.* Sorne is a gruff dwarf who is contrary to all but his captain.

Thrumm: AL LG; AC 6 (2); MV 6; F2; hp 15; THAC0 19; #AT 1; Dmg by weapon type; S 14, D 18, C 13, I 10, W 13, Ch 14; ML 14; scale mail, *mace +1.* Thrumm is quiet and contemplative. Though he is a fine warrior, he always tries to use reason before violence.

Horgrum: AL LG; AC 7 (3); MV 6; F2; hp 24; THAC0 19; #AT 1; Dmg by weapon type; S 16, D 17, C 16, I 13, W 15, Ch 12; ML 14; scale mail, *short sword +1.* Horgrum is the youngest of the dwarves (30 years old) and is curious about the PCs and all groundling things.

The Miner Dwarves

The miners who were the first dwarves captured by the pirates are brave and proud of their heritage and work. Though they are not mighty warriors, they can still handle themselves well in a fray.

Faldor, Baldur, and Rorlox: AL LG; AC 10; MV 6; F1; hp 7, 5, 8; THAC0 20; #AT 1; Dmg by weapon type; S 15, C 15 for each (other statistics unremarkable); ML 12; no possessions.

The tunnel curves sharply upward and is dry except for its first few feet. It is about 250′ in length and climbs about 40′ up to area C19.

C19. The Secret Pool. The secret tunnel (area C18) at the bottom of the pool in area C4 leads up to this room. This upper pool is about 40′ across and 30′ wide, and is fed by a waterfall that drops 30′ from an opening above. The ceiling is 40′ high and smooth. At the west and east sides of the pool are small banks about 10′ wide. A narrow ledge leading behind the waterfall connects the banks. The pool is about 30′ deep in the middle. The waters flow out at the bottom of the pool into other subterranean caverns.

If the PCs reach this room from the secret tunnel, Captain Redwald is waiting near the east bank, standing *on* the water holding Tholgrim (the captain of the dwarven ship) in front of him, making no obvious threat toward the dwarf. On the shore, the rest of the *charmed* dwarves stand and watch the PCs arrive. Two pirates stand behind the prisoners (if there are any pirates left who have not already been killed). The wizard Alaginzeron is present, too (see following notes for his tactics).

The captain has drunk potions of *speed* and *water walking* given to him by his mage. The potions work normally and will last 11 rounds, giving him four attacks per round, a movement rate of 24, and the ability to walk on water.

Captain Redwald: AL NE; AC 2; MV 12; F13; hp 74; THAC0 8; #AT 2; Dmg by weapon type; S 18/24, D 18, C 15, I 13, W 12, Ch 17; ML 14; XP 4,000; *long sword +2, dagger +2,* leather armor, *ring of protection +1, cloak of protection +1.*

Redwald is a clever man. He will try to force the PCs to surrender and possibly even make a deal with them, but he is also ruthless. He is tall, with long dark hair gathered in back by a red silk ribbon. He wears a scarlet tunic and cloak over his leathers. The captain fancies himself to be a ladies' man and will have favorable reaction rolls if there is a beautiful woman in the party.

When the PCs enter, Redwald orders them to surrender and throw their weapons into the pool, "or else." If the PCs do not surrender, he orders the dwarves to attack, telling them that the PCs have come to slay their dwarven leader.

The dwarves wear normal clothing and are equipped with only normal swords and hand axes. They charge across the ledge and attack the PCs. If other pirates are present, they follow the dwarves across. With the other dwarves occupied and not watching him, Redwald walks to the center of the pool and lets go of Tholgrim, who sinks immediately. The dwarf captain will drown in 1-4 rounds if the PCs cannot reach him. None of the dwarves, including Fallgon, can swim.

During the distraction, the pirate captain runs forward across the water to battle the PCs. At the same time as Redwald is fighting the party, Alaginzeron attacks *invisibly* using tactic C (see "Alaginzeron's Tactics"). If things go against him, Redwald backs up onto the water and retreats, preventing the PCs from getting back attacks except by missile or spell. Given time, Redwald and Alaginzeron will flee into the hidden mining shaft in area C20 and lead the PCs on a chase through the caverns; Alaginzeron will use tactics I and K if necessary. Otherwise, Redwald and Alaginzeron *teleport* away, perhaps to the Rock of Bral (as described in the SPELLJAMMER boxed set) or to another location in the campaign world.

C20. The Dwarves' Treasure Room. This well-hidden room was once the treasure room of the dwarves. No treasure remains. The cavern is 30′ in diameter with a 20′ high ceiling. A secret door in the south wall leads down to the hidden mines below. If not encountered elsewhere, Alaginzeron will be encountered in this room, from which he has been scrying with his *crystal ball.*

Concluding the Adventure

If the PCs rescue the dwarves, and the PCs acted with goodness toward Fallgon throughout the adventure, the dwarves reveal their origin and invite the adventurers and the human captives to Whitestone for a celebration (no evil PCs will be allowed to go). The dwarves insist on destroying the nautiloid, but they will help the PCs remove treasure first.

The trek back to the dwarves' ship will be uneventful. Once aboard, the captain seats himself on the minor helm

and begins their ascent. The *players* may find it strange for their characters to rise slowly above the world and still be able to breath, but the PCs might not even question this, since they have not been educated in our physical sciences. One strange phenomenon that Fallgon may demonstrate is the plane of gravity through the ship. An object dropped over the side will bob down and up through the plane.

As the dwarven ship leaves the world far below and approaches the moon, Selune, and the asteroids known as the Tears of Selune, they are met by huge stone dwarven warships that escort them to the citadel of Whitestone, a huge city the size of a mountain, carved from a single white stone to resemble a long-bearded and helmed dwarven warrior.

The ship flies into the "warrior's" mouth and lands on a lake. There is a great feast, and King Gundulph Whitebeard VII is present. He is a very old dwarf who enjoys hearing tales of adventure and is very grateful for the help the PCs gave his people.

At the citadel, the king may give the PCs a galleon space ship and aid them in equipping it with a furnace helm. If the PCs insist on the dwarves giving them a minor helm, the dwarves will refuse, explaining that they have only a few. If the PCs persist, the dwarves become insulted and ask the adventurers to leave.

The PCs should start out with a furnace helm to initially limit their range of travel and to force them to use up some of the magical items they have acquired over the years.

If the DM does not wish to give the PCs a galleon right away, the king will simply give them some gifts and return them to their world. Roll a random item from the 2nd Edition *DMG* for each character in the party, rerolling until a suitable item for that character is found. All items should be of approximately the same value.

If the PCs rescued the human prisoners, some of the former prisoners will offer to serve on the PCs' galleon (if the adventurers were given one). They will serve the PCs for an indefinite period, then will wish to be taken to their original destination or to a world where they may book passage to the colony. If the DM has the SPELLJAMMER boxed set, the humans might wish to go to the Rock of Bral.

Furnace Helm

For every 1,000 XP a magical item is worth, the furnace will function for one week at a SR of 2. The SR can be boosted to 3 by sacrificing more than one item simultaneously, but there is a 25% chance that this will cause the furnace to explode, causing 10-100 hp damage to all within 30'. As stated earlier, a ship in the atmosphere or gravity well of a large body moves at a rate of 500 yards per round for every point of SR. However, all ships can travel 100 million miles per day in wildspace regardless of their SR. Ω

Continued from page 45

he is impersonating, claims that he was attacked by a wandering monster before reaching the trading post. "Such is an adventurer's life."

Rudvarien will not relent until he has substituted himself for Crellar. If the PC barricades himself in a room with everyone else, nothing happens until dawn. Then Rudvarien and everyone else go their separate ways. If Rudvarien is not one of the people barricaded in the room, he will leisurely loot the whole trading post, write insulting graffiti on the walls, and leave before daybreak.

If Rudvarien is killed, he reverts to his true hideous form. Crellar offers a generous reward to those who braved the night. Breaking policy, Crellar will pay 100% value for the doppleganger's possessions as well as for the gear of any dead guests! The money will be split evenly among the surviving guests. If the PC wants to keep a particular item (such as the doppleganger's magical long sword), the negotiations must be role-played.

If Rudvarien and the PC Survive

The doppleganger would make a good arch-enemy for the fledgling PC. Rudvarien has other things to do, but as a nonhuman adventurer of sorts, he may cross paths with the PC again. He will bear a grudge against anyone who thwarted his plan to take over the trading post. However, the PC shouldn't recognize Rudvarien in each of his new disguises.

The secret of sustaining a good arch-enemy is to avoid overusing him. The PC should not encounter Rudvarien more than once at each level. Here are some of the endless possibilities:

1. On the eve of a particularly profitable adventure, Rudvarien joins the PC's party disguised as an NPC adventurer. He fights like a good teammate until the treasure is won. Then he seizes a good opportunity to betray the party and steal the treasure.

2. The PC's party repeatedly encounters a rival party of NPC adventurers whose leader is Rudvarien in disquise. Even his own scruffy henchmen don't know that he's really a monster.

3. The PC enters a castle or town where Rudvarien is impersonating a local official, such as the mayor or guard captain. Using his authority, Rudvarien fines, arrests, and otherwise bullies the PC's party. Will the PC recognize his old nemesis and finally expose him? Ω

Continued from page 21

stealing horses), Manden developed a fine wardrobe and a snobbish, dandy manner. Now enjoying the "prestige" of leading the Meathooks (after the army cashiered him for stealing), Manden puts on airs that conceal his peasant background.

Tobias: AC 4; F2; 9 hp; #AT 1; Dmg by weapon type; MV 120' (40'); Save F2; ML 9; AL C; XP 20; chain mail, shield, broad sword, short bow with 16 arrows.

Tobias is Manden's Sancho Panza, his loyal servant and silent worshiper. Tobias is as brutal and ignorant as the other brigands, but his status as lieutenant and manservant to the "classy" Jask Manden has made him arrogant to the other men, who dislike him intensely.

In addition to adventures for TSR games, Allen Varney has designed many adventures and supplements for other game companies. He also reviews role-playing games for DRAGON® Magazine. This scenario is based on material cut (for reasons of space) from module HWA1 Nightwail, *the first adventure for the HOLLOW WORLD™ campaign set.* Ω